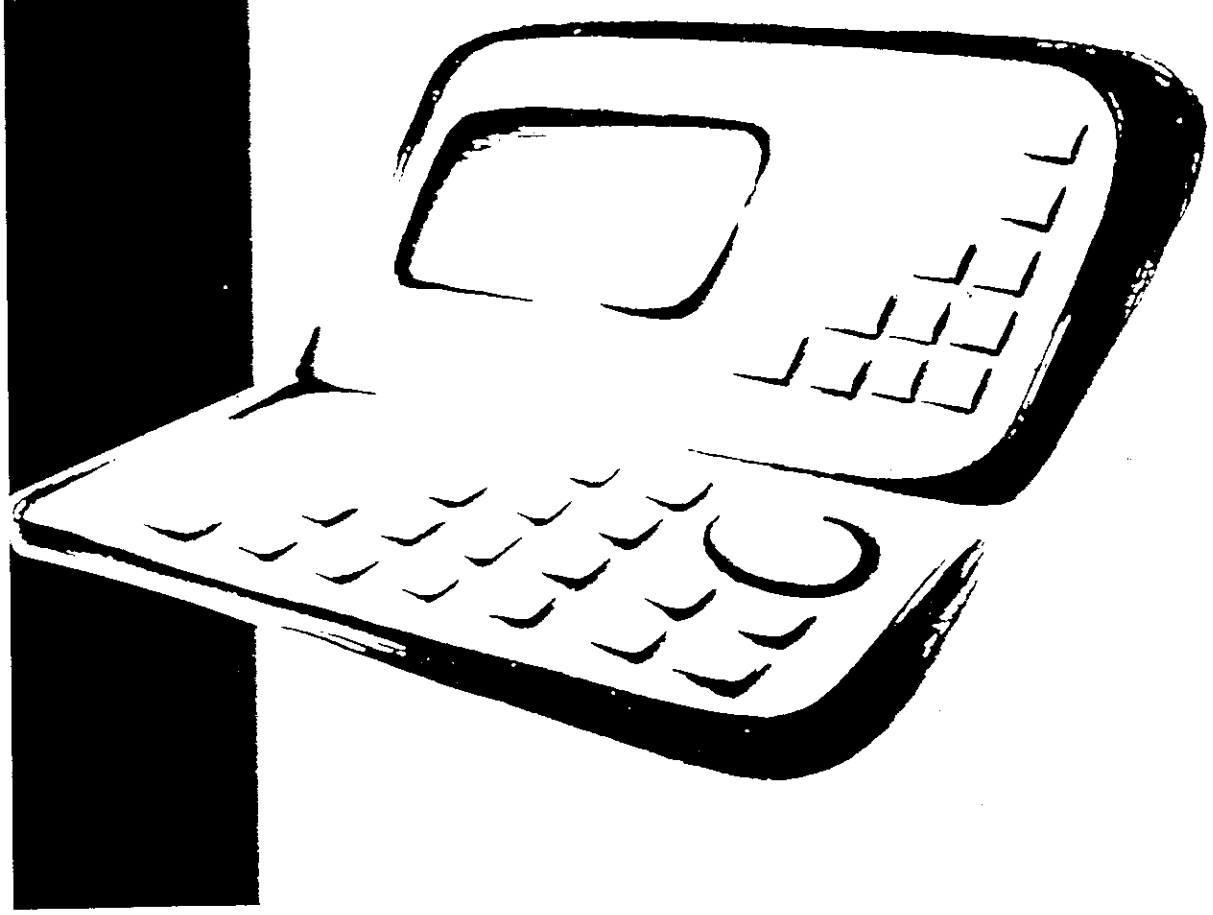
CASIO

SF-5580
SF-5780
SF-5980

Owner's Manual



GUIDELINES LAID DOWN BY FCC RULES FOR USE OF THIS UNIT IN THE U.S.A. (not applicable to other areas).

NOTICE

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

FCC WARNING

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.
Proper connectors must be used for connection to host computer and/or peripherals in order to meet FCC emission limits.

Connector SB-62 ..... SF Unit to SF Unit

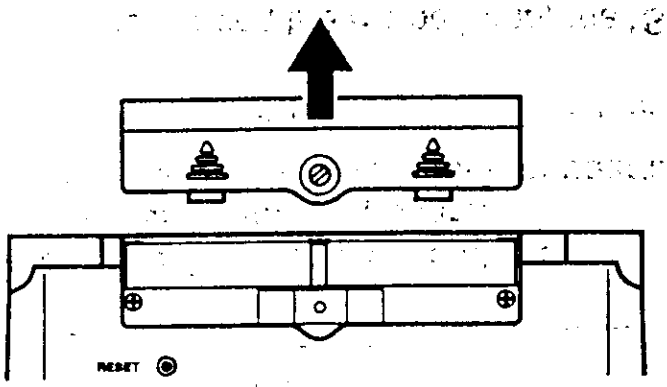
- CASIO COMPUTER CO., LTD. assumes no responsibility for any damage or loss resulting from the use of this manual.
- CASIO COMPUTER CO., LTD. assumes no responsibility for any loss or claims by third parties which may arise through the use of the Digital Diary.
- CASIO COMPUTER CO., LTD. assumes no responsibility for any damage or loss caused by deletion of data as a result of malfunction, repairs, or battery replacement. Be sure to back up all important data on other media to protect against its loss.

SHIELDED CABLES MUST BE USED WITH THIS UNIT TO ENSURE COMPLIANCE WITH THE CLASS B FCC LIMITS.

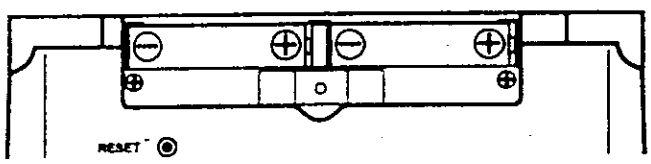
The Digital Dial

Use the following procedure to load battereis and reset the unit before using it for the first time.

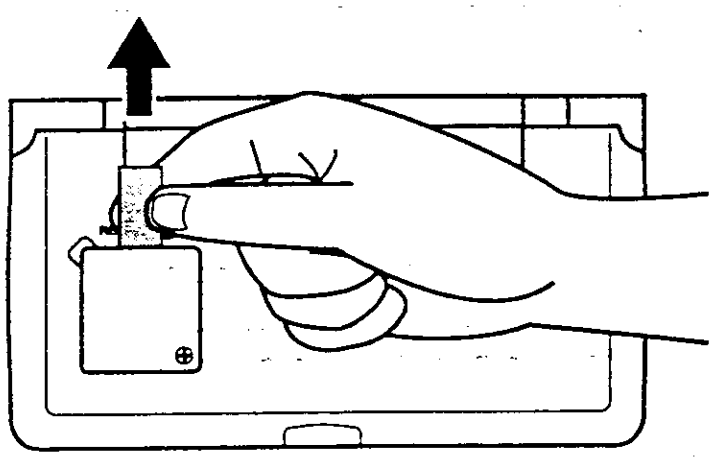
1. Remove the screw that holds the main battery compartment cover in place and open the cover.



2. Load two new batteries into the battery compartment.
   - Make sure that the positive (+) and negative (–) ends are facing correctly.



3. Replace the battery compartment cover and secure it with its screw.
   - Take care that you do not overtighten the screw.
4. Pull the insulating tape from the back-up battery by pulling in the direction indicated by the arrow printed on the tape.



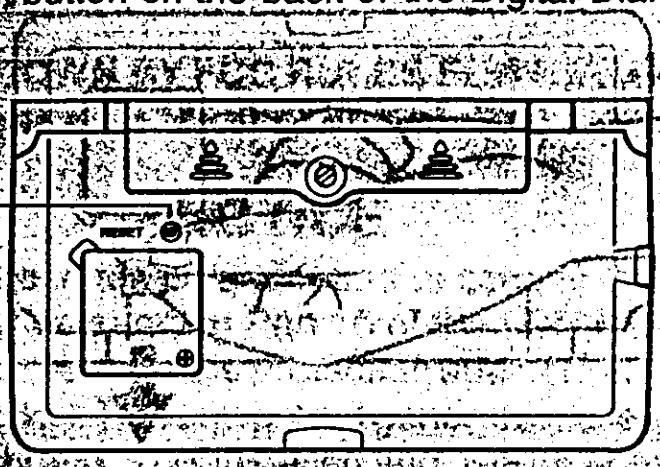
■ Turning Power On and Off

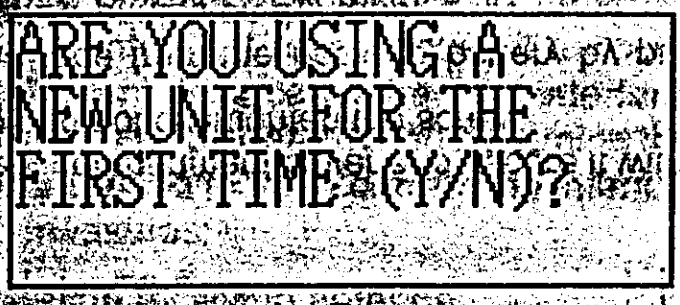
Press **ON/OFF** to turn power on and off.

Important!

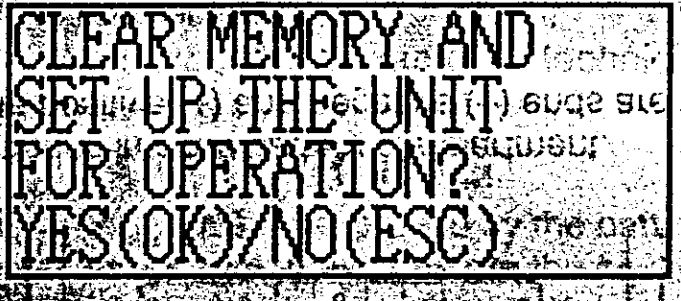
- If nothing appears on the display when you turn on power, it means that the main batteries are low. Replace the batteries (page 13) and press the RESET button to resume normal operation.
- Be sure to press the RESET button (page 2) after loading main batteries for the first time or if the previous set of batteries went dead.

5. Press the RESET button on the back of the Digital Diary with a thin, pointed object.





6. Press Y.



7. Press OK to reset the Digital Diary or ESC to abort.
   - At this time the message "SET TIME!" appears.
   - After about two seconds, the Home Time screen appears.

8. Press FUNC, select "Time set", and then use the procedure on page 18 to set the Home Time.
   - If you turn power off without setting the Home Time, the "SET TIME!" message appears the next time you turn power on. The Digital Diary will not operate properly until you set the Home Time.

Important!

- Turn on the unit at least once a month to check the current condition of the batteries.

Contents

Before using the Digital Diary for the first time... 1

Turning Power On and Off 3

Before using the Digital Diary... 8

Introduction 8

Write down important data somewhere! 8

Important Precautions 8

Getting Started 9

General Guide 9

Display 10

All-Reset 11

Power Supply 12

Turning Power On and Off 15

Function Menus 16

System Language 16

Display Contrast 16

Key Input Sound 16

Destructive Backspace 17

Home Time Mode 18

Using the Daily Alarm 19

World Time Mode 21

Zone Information Screen 22

Data Bank Operations 24

Inputting Text 24

Inputting Dates and Times 25
Display Formats 26

Telephone Directory Mode *27*
Record Summary 28

Memo Mode *29*
Record Summary 29

Calendar Mode *30*
Maneuvering Around Calendars 30
Appointment Markers 31
Highlighting Calendar Dates 32
Working Day Count 33
Weekly Schedule Screen 33

Schedule Keeper *34*
Maneuvering Around Schedule Keeper Dates 34
Schedule Alarms 36
How Schedule Keeper Data is Sorted 36
Schedule Type Labels and Icons 36
Daily Schedule Screen 38

Reminder Mode *39*
Reminder Alarms 40

To Do Mode *41*
Record Summary 42
How To Do Data is Sorted 43
Priority Icons 43

Expense Manager Mode *44*
Expense Type Labels and Icons 45
Payment Type Labels 46
Exchange Rate 46
Periodic Expense Report 47
Record Summary 47

Searching for Data *48*
Scroll Search 48
Initial Character Search 48
Wild Card Search 49
Date Search 49

Editing Data *50*

Deleting Data *51*
Deleting a Single Data Item 51
Deleting All Data Items In a Mode 51
Deleting Marked Data Items Only 52
Deleting All Data Items In Specific Modes 53

Secret Function *54*

Conversion Modes *56*
Metric Conversions 57
Currency Conversions 57

Game Modes *59*
Poker Game 59
Blackjack Game 61

Calculator Mode *63*

Data Communications 66
Setting Up for Data Communications 66
Sending Data 68
Sending All Data Items In a Mode 69

Technical Appendix 71
Memory Capacity 71
How the Digital Diary sorts data 72
Error Messages 73
Message Table 73
Specifications 74

Using the Digital

Introduction

Congratulations on your selection of CASIO's new SF-5580/SF-5780/SF-5980 (referred to as Digital Diary in this manual). Please keep your manual and all information handy for future reference.

Write down important data somewhere!

The memory of your Digital Diary holds information only while power is supplied by the batteries. Always write down important data somewhere.

Important!

- Load batteries (page 1) and perform the all-reset operation described on page 11 before using the Digital Diary for the first time.

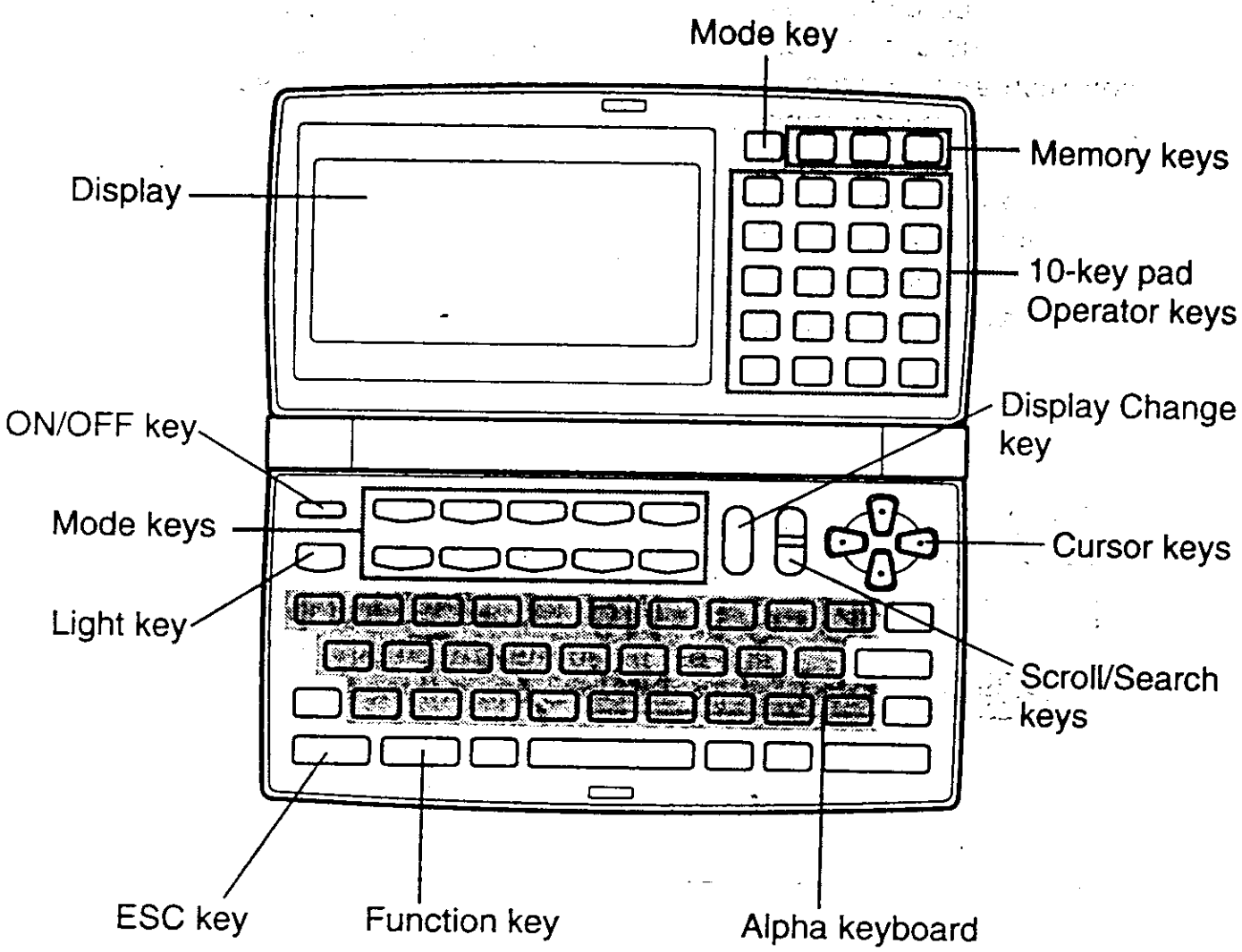
Important Precautions

- Never expose the Digital Diary to fire.
- Avoid temperature extremes. Do not locate the Digital Diary in direct sunlight, near a window, near a heater, etc.
- In very low temperatures display response may slow down or fail entirely. This condition is temporary and operation should resume under normal temperatures.
- Avoid areas subject to excessive moisture, dirt, and dust.
- Avoid dropping the Digital Diary and otherwise subjecting it to strong impact.
- Never bend or twist the Digital Diary.
- Never try to take the Digital Diary apart.
- Do not use a pen, pencil, or other sharp object to press keys.
- To clean the exterior of the Digital Diary, wipe it with a soft cloth dampened in a weak solution of a mild neutral detergent and water. Be sure to wring out any excess moisture from the cloth before wiping off the Digital Diary. Never use benzene, thinner, or any other volatile agent to clean the unit. Doing so can remove the figures printed on the case or otherwise damage the case finish.
- The contents of this manual are subject to change without notice.
- CASIO COMPUTER CO., LTD. assumes no responsibility for any loss or claims by third parties that may arise from the use of this product.

Getting Started

Make sure you read this part of the manual.

General Guide



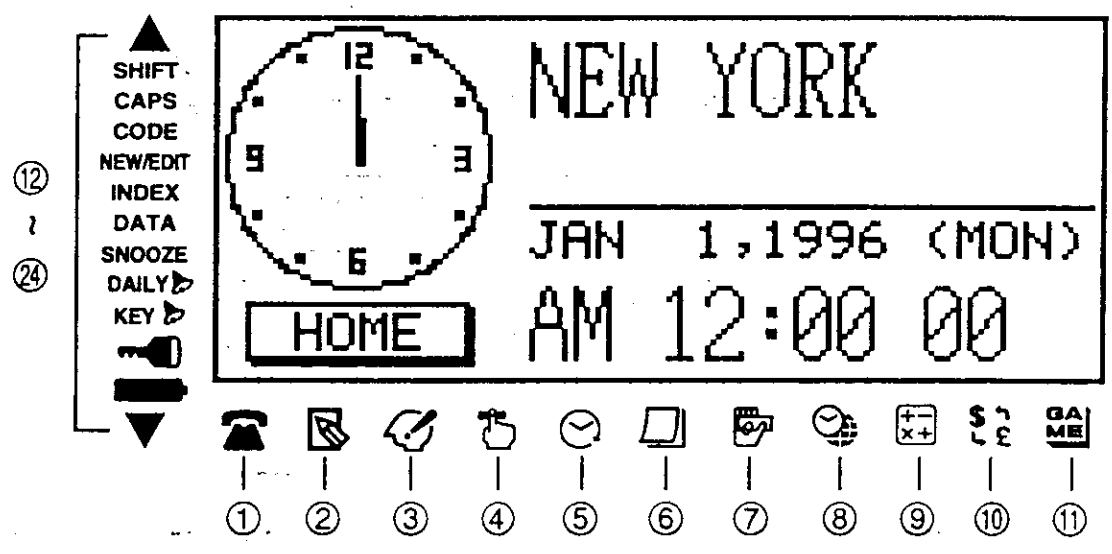
■ Display

When lighting is dim, you can turn on an EL (electro-luminescent) backlight for easier viewing.

To turn on the EL backlight

Press the **LIGHT** key to light up the display for about 15 seconds. Pressing **LIGHT** while the EL backlight is on turns it off.

Display Indicators



① Telephone Directory Mode
② Memo Mode
③ To Do Mode
④ Reminder Mode
⑤ Schedule Keeper Mode
⑥ Calendar Mode
⑦ Expense Manager Mode
⑧ Home Time/World Time Mode
⑨ Calculator Mode
⑩ Conversion Modes
⑪ Game Modes
⑫ Indicates data above
⑬ SHIFT key operation
⑭ Upper-case input
⑮ CODE key operation
⑯ NEW/EDIT screen
⑰ Index display
⑱ Data display
⑲ Snooze feature activated
⑳ Daily alarm on
㉑ Key sound on
㉒ Memory locked
㉓ Low battery warning
㉔ Indicates data below

■ All-Reset

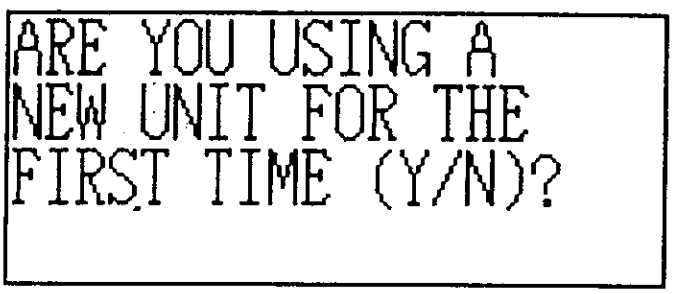
Use the following procedure to reset the unit to its initial settings.

Important!

- Do not use a very sharp pencil or other object to press the RESET button.
- Be sure to reset the unit before using it for the first time.
- Perform the reset operation only after main batteries and back-up battery are correctly installed.
- Be sure to press the RESET button (page 2) after loading main batteries for the first time or if the previous set of batteries went dead.

To start the all-reset operation

1. Turn power off.
2. Press the RESET button on the back of the Digital Diary with a thin, pointed object.

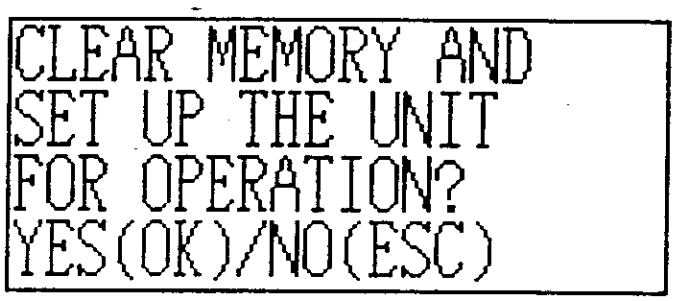


3. Now you should press **Y** for "yes" or **N** for "no" in accordance with the conditions described below.

When to press Y for "yes"

- When this is the first time you are using the unit.
- When you want to reset the unit and clear all data and settings.
- When you are resetting the unit after a data error (page 73).

1. Press **Y** in response to the message that appears on the display when you start the all-reset operation.



2. Press **OK** to reset the Digital Diary or **ESC** to abort.
   - At this time the message "SET TIME!" appears.
   - After about two seconds, the Home Time screen appears.

3. Press **FUNC**, select "Time set", and then use the procedure on page 18 to set the Home Time.
- If you turn power off without setting the Home Time, the "SET TIME!" message appears the next time you turn power on. The Digital Diary will not operate properly until you set the Home Time.

When to press N for "no"
- After replacing the main batteries.
- When you are not resetting the unit to clear all data and settings.
- When you are not resetting the unit after a data error (page 73).

1. Press **N** in response to the message that appears on the display when you start the all-reset operation.
- At this time the message "SET TIME!" appears.
- After about two seconds, the Home Time screen appears.

2. Press **FUNC**, select "Time set", and then use the procedure on page 18 to set the Home Time.
- If you turn power off without setting the Home Time, the "SET TIME!" message appears the next time you turn power on. The Digital Diary will not operate properly until you set the Home Time.
- Following are the initial settings of the unit after you perform the all-reset operation.

Home Time:	New York JAN 1, 1996 (MON) 12:00 AM 12-hour format
World Time:	London
Daily Alarm:	12:00 AM
Sound:	Daily alarm — OFF Key — ON
Messages:	English
Character input:	CAPS — OFF

■ Power Supply

Your Digital Diary is powered by two AAA-size batteries, and its memory is protected by a single CR2032 lithium battery.

Low Battery Warning

The message, "MAIN BATTERIES WEAK! REPLACE THEM! UNIT WILL NOT TURN ON AGAIN!" appears when battery power is low. Replace the main batteries immediately after this message appears.

Important!

- After the low battery message appears on the display, the unit automatically turns off in about 10 seconds and will not turn back on again until you replace batteries.
- Never replace main batteries while the Digital Diary is turned on (while there are figures on the display).
- There is not low battery warning for the back-up battery. Be sure to replace the back-up battery once every 5 years.
- Be sure you keep a separate copy of all important data that you store in the Digital Diary.

Battery Precautions

Incorrectly using batteries can cause them to burst or leak, possibly damaging the interior of the Digital Diary. Note the following precautions.

- Be sure that the positive (+) side of each battery is facing in the correct directions.
- Never mix batteries of different types.
- Never mix old batteries and new ones.
- Do not expose batteries to direct heat, let them become shorted, or try to take them apart.
- Never leave dead batteries in the battery compartment.
- Remove batteries if you do not play to use the unit for a long time.
- Replace batteries at least once every five years, no matter how much you use the unit during that period.
- Never try to recharge the batteries that come with the unit.
- Should a battery leak, clean out the battery compartment of the unit immediately, taking care to avoid letting battery fluid come into direct contact with your skin.

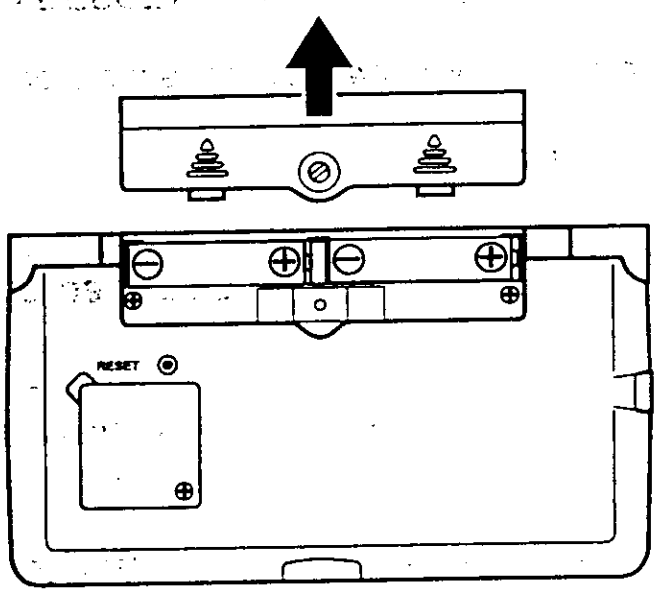
Keep batteries out of the reach of small children. If swallowed, consult with a physician immediately.

To replace the main batteries

Important!

- Do not remove the main batteries from the Digital Diary while the back-up battery is removed.
- Be sure to replace both batteries with two new ones. Do not mix an old battery with a new one.
- Be sure to press the RESET button (page 2) after loading main batteries for the first time or if the previous set of batteries went dead.

1. Press **OFF** to turn power off.
2. Remove the screw that holds the battery compartment cover in place and open the cover.



3. Remove both old batteries and replace them with new ones.
   - Make sure that the positive (+) and negative (–) ends are facing correctly.
4. Replace the battery compartment cover and secure it with its screw.
   - Take care that you do not overtighten the screw.
5. Press the RESET button.
   - This causes the message "ARE YOU USING A NEW UNIT FOR THE FIRST TIME (Y/N)?" to appear. Be sure to press **N** in response to this message (pressing **Y** will delete all data in memory). Next, continue with the procedures in the section title "All Reset" on page 11.

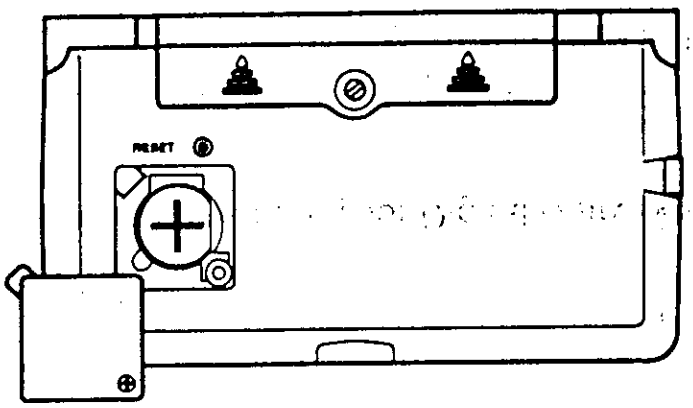
To replace the back-up battery

Important!

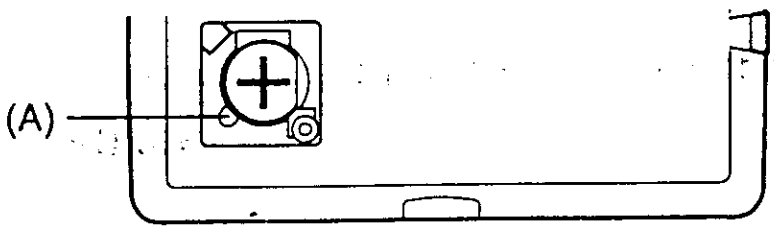
- Do not remove the back-up battery from the Digital Diary while the main batteries are removed.
- Be sure to replace the back-up battery at least once every 5 years. Otherwise, you run the risk of losing data stored in memory.

1. Press **OFF** to turn power off.

2. Remove the screw that holds the back-up battery compartment cover in place and open the cover.



3. Insert a thin, pointed object into (A) and remove the old battery.



4. Load a new battery into the compartment, making sure that its positive side is facing up (so you can see it).
5. Replace the battery compartment cover and secure it with its screw.
   - Take care that you do not overtighten the screw.

■ Turning Power On and Off

Press **ON/OFF** to turn power on and off.

Important!

- If nothing appears on the display when you turn on power, it means that the main batteries are low. Replace the batteries (page 13) and press the RESET button to resume normal operation.

Auto Power Off Function

The unit automatically turns power off if you do not press any key for about three minutes. Any alarms you set still sound, even if power is turned off.

■ Function Menus

- Pressing **FUNC** displays a function menu, whose contents differs depending on the mode.
- Pressing **SHIFT FUNC** displays a function menu of general system settings (system function menu).
- Input the number of the left of the function you want to use to select it.
- To exit from a function menu, press **ESC**.

■ System Language

Your Digital Diary is capable of producing messages in any one of three languages (English, French, Spanish).

To select the system language

1. Press **SHIFT FUNC** and then select "Language".
2. Press the number key that corresponds to the language that you want to use.
   - To select "ENGLISH", you would press **1**.
   - The system language automatically changes to English whenever you perform the RESET operation (page 11).

Note

- In this manual, all display messages are shown in English.

■ Display Contrast

Use the following procedure to make the figures on the display darker or lighter.

To adjust display contrast

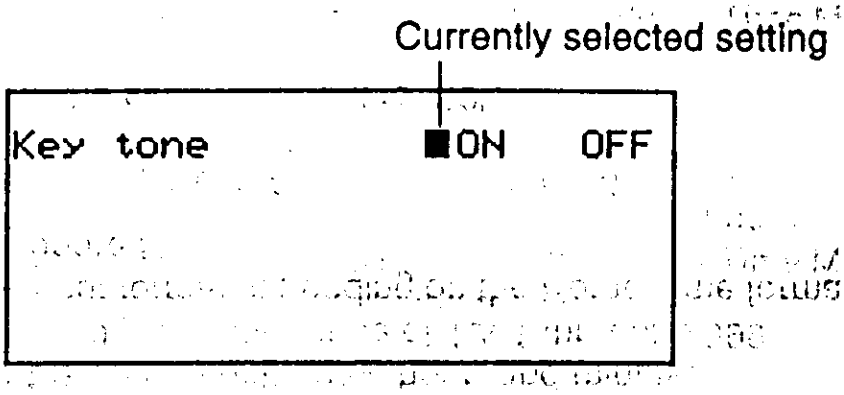
1. Press **SHIFT FUNC** and then select "Display contrast".
2. Use ◀ and ▶ to make display images darker or lighter.
3. Press **OK** to quit.

■ Key Input Sound

When the key input sound is turned on, your Digital Diary emits a beep each time you press one of its keys.

To turn key input sound on and off

1. Press **SHIFT FUNC** and then select "Key tone".



2. Use ◀ and ▶ to turn the key input sound on and off.
   - The KEY ▷ indicator is on the display while the key input sound is on.
3. Press **OK** to quit.

■ Destructive Backspace

When destructive backspace is turned on, the character at the cursor position is deleted when you press the **BS** key.

To turn destructive backspace on and off

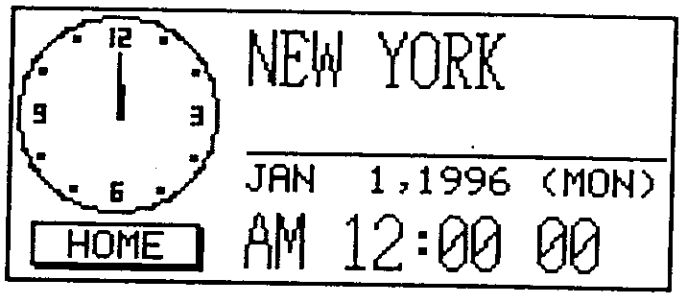
1. Press **SHIFT FUNC** and then select "Backspace".
2. Use ◀ and ▶ to turn destructive backspace on and off.
3. Press **OK** to quit.

Home Time Mode

The time kept in the Home Time Mode is used for control of various time based functions.

To enter the Home Time Mode

Press the **HOME/WORLD** key once.



To set your Home Time zone

1. In the Home Time Mode, press **FUNC** and then select "Time zone change".
2. Use ▲ and ▼ to scroll through the city names.
   - See page 23 for a complete list of time zones.
3. When the city you want is displayed, press **OK**.
   - You can change your Home Time zone later if you-like. When you do, only the zone changes, without affecting the time or date setting.

To set the time and date

1. In the Home Time Mode, press **FUNC** and then select "Time set".
   - The hour setting flashes on the display.
   - Use ◀ and ▶ to move the flashing selection around the display.
2. Input numbers for the year, month, day, hour, and minutes.
   - Input the year as four digits in the range of 1901 through 2099.
   - Use 12-hour or 24-hour format depending on the Home Time format (page 19).
   - All illegal input is ignored.
3. With 12-hour time format, press **A** for AM or **P** for PM.
4. Press **OK** to quit.
   - Pressing **OK** resets the seconds count to "00".

To switch between standard time and daylight saving time

In the Home Time Mode, press **FUNC** and then select "Daylight savings".

- This toggles to the opposite setting and returns to the Home Time Mode screen. ☼ indicates daylight saving time.

To switch between 12-hour and 24-hour timekeeping

In the Home Time Mode, press **FUNC** and then select "12/24 hours".

- This toggles to the opposite setting and returns to the Home Time Mode screen. The AM/PM indicator indicates 12-hour timekeeping.
- The time format you select is applied for all modes.

To select the date format

1. In the Home Time Mode, press **FUNC** and then select "Date format".
2. Select the date format that you want to use.
   - The following shows and example of each format

     [1] Month/Date/Year: JAN 1, 1996 (MON)
     [2] Date/Month/Year: 1 JAN, 1996 (MON)
     [3] Year/Month/Date: 1996/1/1 (MON)

   - The date format you select is applied in all modes.

■ Using the Daily Alarm

The Daily Alarm, it sounds at the same time every day for 20 seconds and the Daily Alarm screen appears.

To change the Daily Alarm time

1. In the Home Time Mode, press **FUNC** and then select "Daily alarm set".
   - The hour setting flashes on the display.
   - Use ◀ and ▶ to move the flashing.
2. Input numbers for the hour and minutes.
   - All illegal input is ignored.
3. For 12-hour time format, press **A** for AM or **P** for PM.
4. Press **OK** to quit.
   - Pressing **OK** automatically turns on the alarm.

To turn the Daily Alarm on and off

1. In the Home Time Mode, press **FUNC** and then select "Daily alarm sound".
2. Use ◀ and ▶ to turn the Daily Alarm on and off.
3. Press **OK**.

How the Daily Alarm works

The daily alarm sounds at the alarm time you set. A snooze feature sounds the alarm more than once, helping to make sure you don't oversleep or miss an appointment.

About the snooze feature

The snooze feature activates (and the SNOOZE indicator appears on the display) if you do not press any key or if you press the **SPACE** key after the Daily Alarm starts to sound.

- If you do not press any key, the alarm stops after 20 seconds, and sounds two more times every 10 minutes. In this case (you do not press any key), the alarm sounds a total of three times and then stops.
- Pressing the **SPACE** key while an alarm is sounding stops the alarm and resets the snooze feature for three more alarm operations spaced at 10-minute intervals.
- Pressing any key besides the **SPACE** key while an alarm is sounding stops the alarm and cancels the snooze feature, so the alarm does not sound again until an alarm time is reached.

Note

Note the following important points when you are using the Daily Alarm.

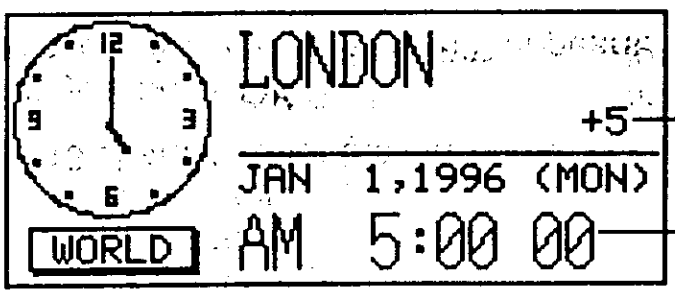
- If the alarm time is reached during data communications, the alarm does not sound until you complete the communications procedure.
- The alarm may fail to sound if battery power is too low.

World Time

With World Time you can view the current time in time zones around the world.

To enter the World Time Mode

Press the **HOME/WORLD** key twice. From the Home Time Mode, press **HOME/WORLD** only once.



Hours different from Home Time zone

Current World Time setting

- Every time you press **HOME/WORLD**, the Digital Diary switches between the Home Time Mode and World Time Mode.

To scroll through World Time Mode zones

In the World Time Mode, use ▲ and ▼ to scroll from zone-to-zone.

- Hold down either button to scroll at high speed.

To change a World Time zone's settings

1. In the World Time Mode, display the zone you want.
2. Press **FUNC**.
3. Switch between 12/24 hour (page 19), switch between standard and daylight saving time (page 19), and set the date format (page 19).

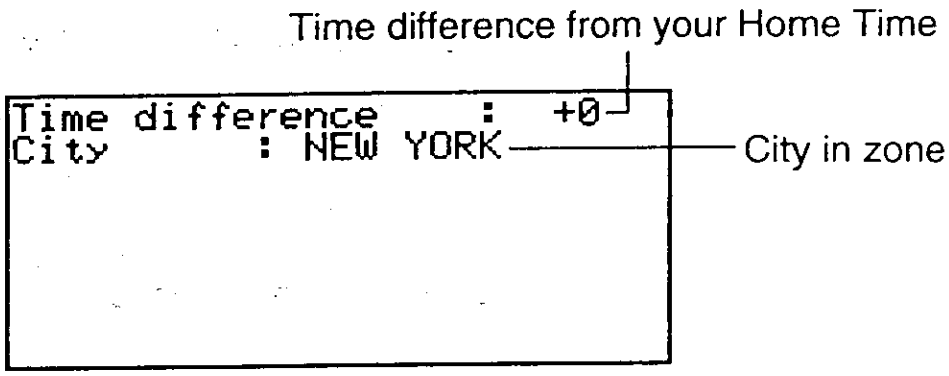
- Timekeeping format and date format settings are applied to all World Time zones and to the Home Time Mode.
- The standard/daylight saving time setting is applied to the currently selected time zone only.
- See page 22 for details on using the Zone Change function menu item.

■ Zone Information Screen

The zone information screen shows the name of a major city and the time difference from your Home Time for each World Time zone.

To display the zone information screen

In either the World Time Mode or Home Time Mode, press **DISP CHNG** to change to the zone information screen for the displayed zone.



- To exit the zone information screen, press **DISP CHNG**, **ESC**, or **HOME/WORLD**.

To change zone information screen content

Note

If you change the city name of the zone information screen, the name you input will also appear on the Home Time and World Time screens.

1. In the World Time Mode, display the zone you want.
2. Press **FUNC** and select "Zone change".
3. Change the contents of the screen.
   - Use ◀ and ▶ to move the cursor.
   - You can input up to 13 characters for the city name.
4. After you make changes, press **OK**.
   - At this time the message "Are you sure (Y/N)?" appears.
5. Press **Y** to store your changes or **N** abort.

City List

City Name	Time Difference	Other Cities in Zone
Midway	– 06	
Honolulu	– 05	
Anchorage	– 04	
Los Angeles	– 03	San Francisco, Seattle, Las Vegas
Denver	– 02	El Paso
Chicago	– 01	Dallas, Mexico City, Houston
New York	+ 00	Washington D.C., Boston, Montreal
Santiago	+ 01	Caracas
R. de Janeiro	+ 02	Sao Paulo, Buenos Aires
F. de Noronha	+ 03	
Azores	+ 04	
London	+ 05	Greenwich Mean Time
Rome	+ 06	Paris, Madrid, Amsterdam, Berlin
Jerusalem	+ 07	Cairo, Athens, Helsinki, Beirut
Moscow	+ 08	Jeddah, Kuwait, Nairobi
Abu Dhabi	+ 09	Dubai
Karachi	+ 10	
Dhaka	+ 11	
Bangkok	+ 12	Jakarta, Hanoi
Hong Kong	+ 13	Beijing, Taipei, Singapore, Manila
Tokyo	+ 14	Seoul, Pyongyang
Sydney	+ 15	Guam
Noumea	+ 16	Port Vila
Auckland	+ 17	Wellington

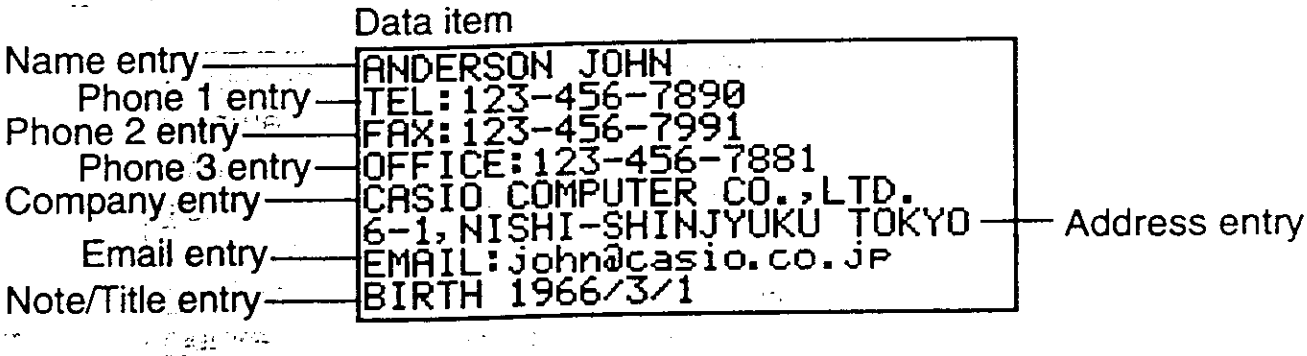
- The time difference values in the above table are what would appear when New York is set as the home time.

This part of the manual tells you how to input and edit text, and how to protect your personal data with a password.

■ Inputting Text

Input or correction is performed at the current cursor location.

About "data items" and "entries"



The above shows a typical Telephone Directory data item, which is made up of a number of entries. When you are inputting data, prompts appear on the display to tell you what entry needs text input.

To move the cursor around the screen

Use ▲, ▼, ◀, and ▶.

Note

- The maximum number of characters you can input for each data item is 255, including newline symbols and separator marks (page 25).

To input letters and numbers

Press the key that is marked with the letter or number.

To input upper-case letters

Press **CAPS** to switch between upper-case and lower-case letters. The "CAPS" indicator shows the keyboard is shift-locked for upper-case letters.

To shift the keyboard

Press **SHIFT** to temporarily shift the keyboard. The indicator "S" on the screen shows that the keyboard is shifted.
If the keyboard is set for upper-case letters (by the **CAPS** key), pressing **SHIFT** changes to lower-case. As soon as you input one character, the keyboard unshifts.

To input punctuation marks and other symbols

Press **CODE** and then any key marked with the punctuation or symbol you want to input. The "CODE" indicator shows that the **CODE** key was pressed.

To input accented characters

Example: To input é
CODE W e

Newline symbols and separator marks

Each press of ↵ inputs a newline symbol (↵).
Don't confuse the newline symbol with the separator mark (▟), which is automatically added at the end of data that you are inputting when you press **OK** to advance to the next entry.
Separator marks are not shown when you recall data.

To change one character to another

1. Move the cursor to the character you want to change.
2. Input the character you want to change to.

To delete a character

1. Move the cursor to the character you want to delete.
2. Press **DEL**.

To insert characters

1. Move the cursor to the location of the insertion.
2. Press **INS**.
   - Each press of **INS** opens up a space at the cursor location.
3. Input the characters you want in the space.

■ Inputting Dates and Times

General

- Use the cursor keys to move the cursor.

Times

- Use the 12-hour/24-hour format setting of the Home Time.
- With 12-hour format, press **A** for AM or **P** for PM.

Dates

- Use the preset date format (page 19).
- The year input range is 1901 through 2099.
- You can enter 20th century years using only two digits (96 = 1996). 21st century years must be entered in four digits.

■ Display Formats

Two display formats (data display format and index display format) are used. Press **DISP CHNG** to switch between the index and data display formats.

Data Display Format (Telephone Directory)

```
ANDERSON JOHN
TEL:123-456-7890
FAX:123-456-7991
OFFICE:123-456-7881
CASIO COMPUTER CO.,LTD.
6-1,NISHI-SHINJYUKU TOKYO
EMAIL:john@casio.co.jp
BIRTH 1966/3/1
```

- The data display format shows all the entries.
- Use ▲ and ▼ to scroll line-by-line.

Index Display Format (Telephone Directory)

Main entry

Currently selected item

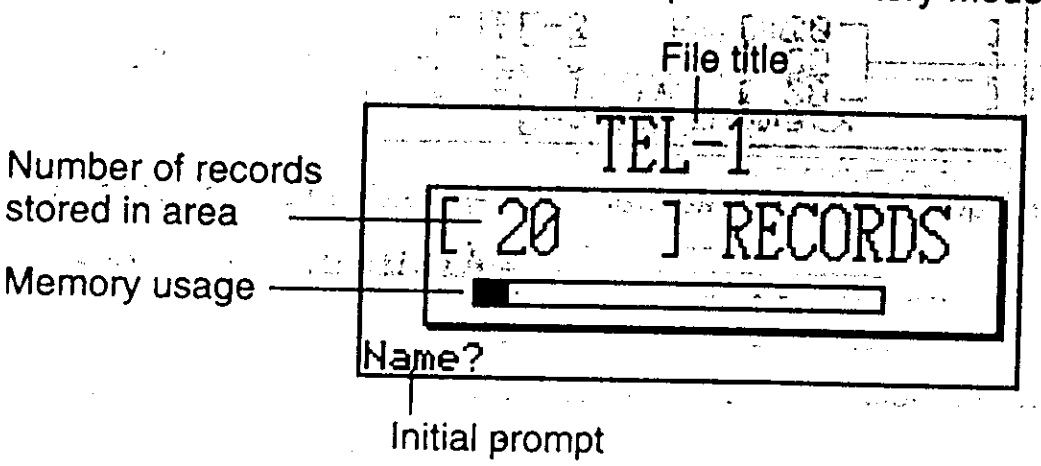
```
▶ANDERSON JOH  TEL:123-456-
 BUSH MARY     674-511-0353
 CASEY BOB     283-365-5296
 EDWARDS DAVE  205-512-3263
 LLOYD KEN     058-772-1238
 MARTIN ERIC   151-836-3172
 PALMER JEAN   837-649-6269
 SMITH CHARLI  346-451-0473
```

- The index display format shows a list of one or two entries only.
- The item that is in the top line is the one that is currently selected.
- Use ▲ and ▼ to scroll up and down.

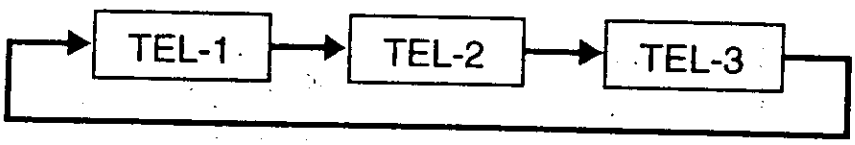
Telephone Directory data is automatically sorted according to name entries.

To enter the Telephone Directory Mode

1. Press **TEL** to display the initial Telephone Directory Mode screen.



2. Press **TEL** again to change to another telephone file.
   - Each press of **TEL** changes the file in the following sequence.



To input Telephone Directory data

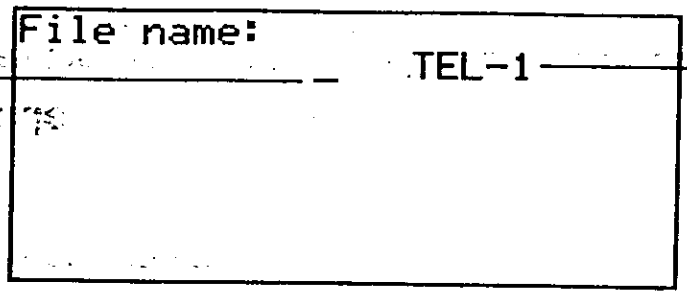
1. Use **TEL** to display the initial screen of a Telephone Directory file.
2. Input the name last name first and press **OK**.
3. Input any telephone numbers, company name, address, e-mail address, and note or title, pressing **OK** after each one.
   - Prompts appear on the display telling you what to input.
   - After the last entry, pressing **OK** stores the data and returns to the index display (page 26).
   - Data is automatically sorted alphabetically according to the name entry.

Note

- You must input a name. After that, you can skip any entry by pressing **OK** without inputting anything.

To change a file title

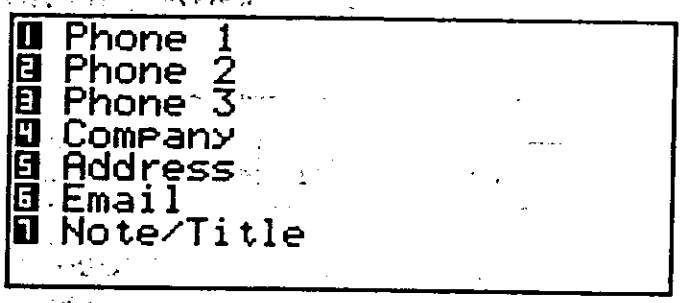
1. Use **TEL** to display the initial screen of a Telephone Directory file.
2. Press **FUNC** and then select "File title".



3. Input up to 13 characters for the title.
   - See page 24 for details on how to input characters.
4. Press **OK** to quit.

To specify Telephone Directory Mode index display contents

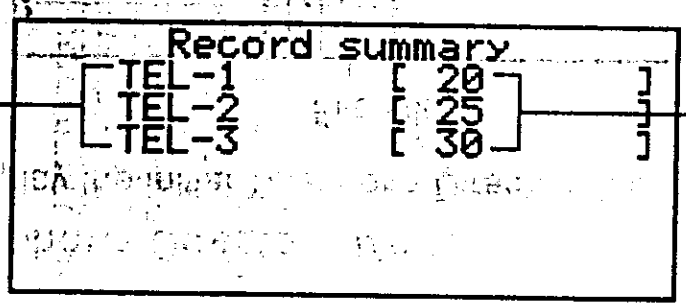
1. Press **TEL** to display the initial Telephone Directory Mode screen, and then press ▲, ▼, ⏫, or ⏬ to change to the index display.
2. Press **FUNC** and then select "List type".



3. Press the number key that corresponds to the entry you want to appear on the index display.
   - The unit changes back to the index display showing the data you specified.

■ Record Summary

The record summary provides an overview of each Telephone Directory file.



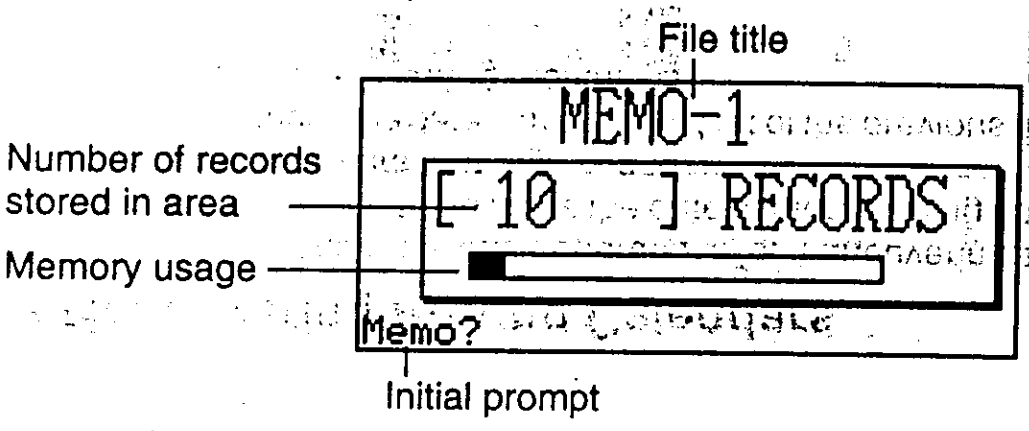
To display the record summary

In the Telephone Directory Mode, press **FUNC** and then Select "Record summary".
Press **ESC** to return to the original Telephone Directory Mode display.

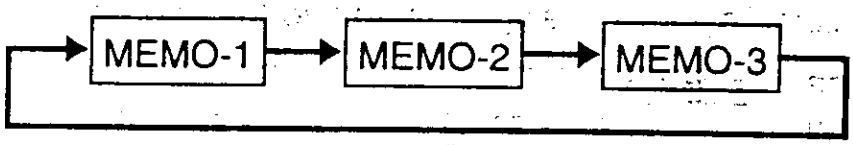
Memo data is stored in the sequence it is input, without sorting.

To enter the Memo Mode

1. Press **MEMO** to display the initial Memo Mode screen.



2. Press **MEMO** again to change to another Memo Mode file.
   - Each press of **MEMO** changes the file in the following sequence.



To input Memo Mode data

1. Use **MEMO** to display the initial screen of a Memo Mode file.
2. Input the first line and press ↵.
   - A newline symbol is inserted and the cursor goes down to the next line.
3. Input the rest of your memo.
4. Press **OK** to quit and return to the index display (page 26).

To change a file title

Use the same procedure as that described for changing a Telephone Directory file title on page 27.

■ Record Summary

The record summary provides an overview of each Memo Mode file.

To display the record summary

In the Memo Mode, press **FUNC** and then select "Record summary".
Press **ESC** to return to your original Memo Mode display.

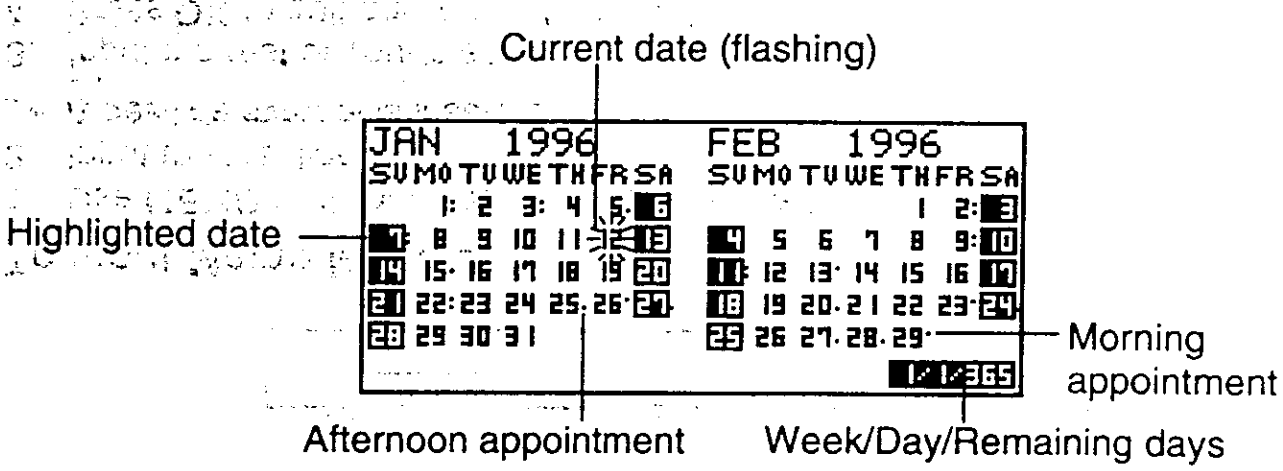
Calendar Mode

The Calendar is displays calendars from January 1901 through December 2099.

- Pressing **SCHEDULE** in the Calendar Mode enters the Schedule Keeper Mode for the date selected on the Calendar Mode Screen.
- If the date cursor is located at a date that includes Reminder Mode data, pressing **REMINDER** enters the Reminder Mode for that date.

To enter the Calendar Mode

Press **CALENDAR**.


Current date (flashing)
JAN 1996
SU MO TU WE TH FR SA
1 2 3 4 5 6
7 8 9 10 11 12 13
14 15 16 17 18 19 20
21 22 23 24 25 26 27
28 29 30 31
FEB 1996
SU MO TU WE TH FR SA
1 2 3
4 5 6 7 8 9 10
11 12 13 14 15 16 17
18 19 20 21 22 23 24
25 26 27 28 29
1/ 1/365
Highlighted date
Morning appointment
Afternoon appointment
Week/Day/Remaining days

- The current date (according to the Home Time setting) is selected by the date cursor.

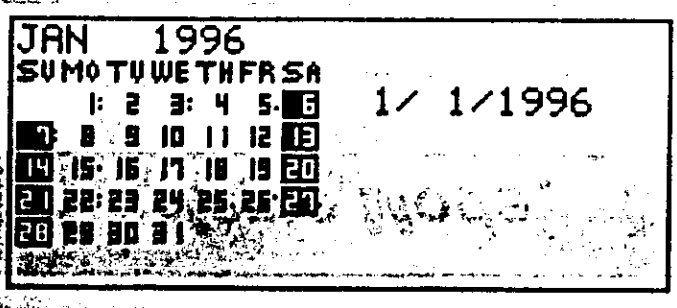
■ Maneuvering Around Calendars

The following describes the basic operations for maneuvering around the calendars.

- Use ▲, ▼, ◀ and ▶ to move the date cursor. Holding down any of these keys moves the date cursor at high speed.
- Press ⏫ to move the date cursor to the first of the previous month, and ⏬ to move to the first of the following month.

To jump to a specific date

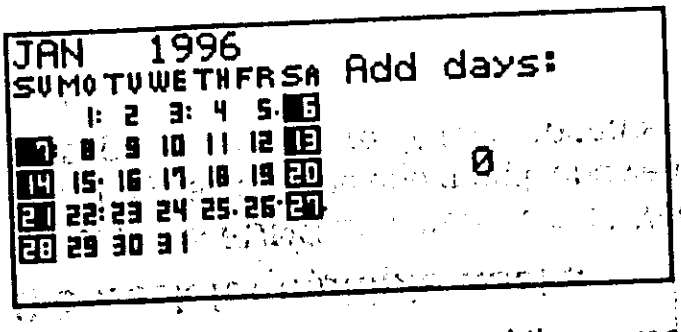
1. In the Calendar Mode, press **FUNC** and then select "Date search".



2. Input the month, day and year and then press **OK**.

To jump a specific number of days

1. In the Calendar Mode, move the date cursor to the start date.
2. Press + (forward) or − (backward).



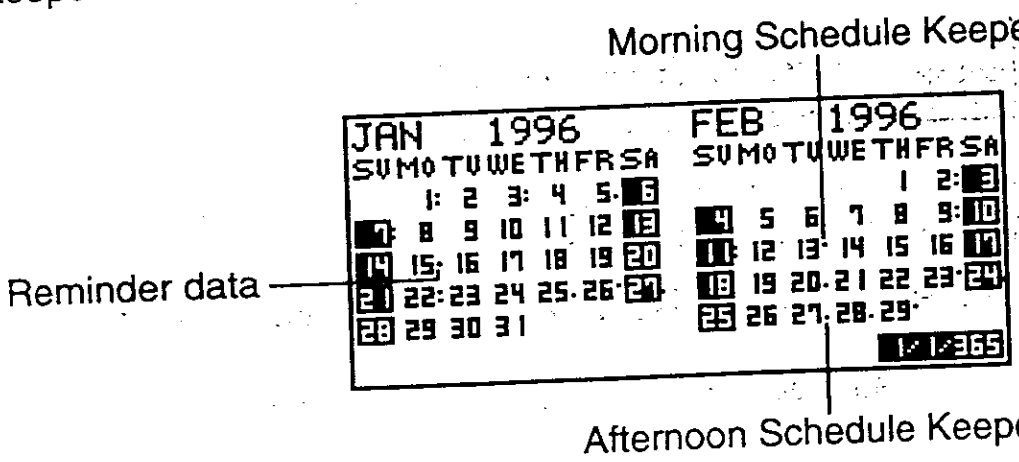
3. Input the number of days you want to jump and then press **OK**.
   - You can input a value in the range of 0 to 999.
4. Press **Y** to include holidays or **N** to exclude holidays.
   - A holiday is any highlighted date.

About the "active" calendar

The calendar on the left side of the display is the "active" calendar. All Calendar Mode operations are performed on the active calendar.

■ Appointment Markers

Appointment markers appear next to each date that contains data in the Schedule Keeper Mode or Reminder Mode.



■ Highlighting Calendar Dates

You can highlight calendar dates to indicate holidays or other special events to remember.

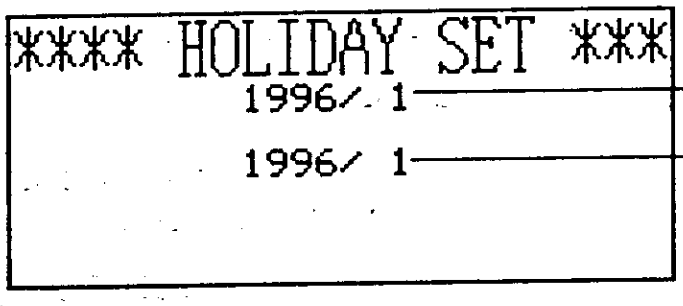
To highlight and unhighlight individual dates

1. Move the date cursor to the date.
2. Press **SPACE** to highlight or unhighlight the date.

To highlight days of the week for multiple weeks

Example: To highlight all Sundays from July 1996 to December 1997.

1. In the Calendar Mode, press **FUNC** and then select "Weekly holiday set".



2. Input the start month (7) and year (96), and the end month (12) and year (97).
3. Press **OK**.
   - SUN is flashing because it is selected.
4. Use ◀ and ▶ to move the flashing. Press **SPACE** to highlight or unhighlight a day of the week.
   - You can specify (highlight) as many days of the weeks as you like.
5. After selecting the days you want, press **OK**.
   - You can unhighlight any date by selecting it with the date cursor and pressing **SPACE**.

To clear days of the week for multiple weeks

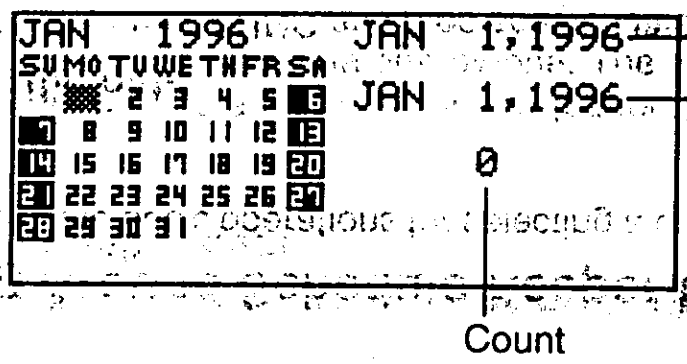
1. In the Calendar Mode, press **FUNC** and then Select "Weekly holiday clear".
2. Input the start month and year, and the end month and year, and then press **OK**.
   - At this time the message "Are you sure (Y/N)?" appears.
3. Press **Y** to unhighlight, or **N** to abort.

■ Working Day Count

Use the following procedures to count the number of working days.

To count working days

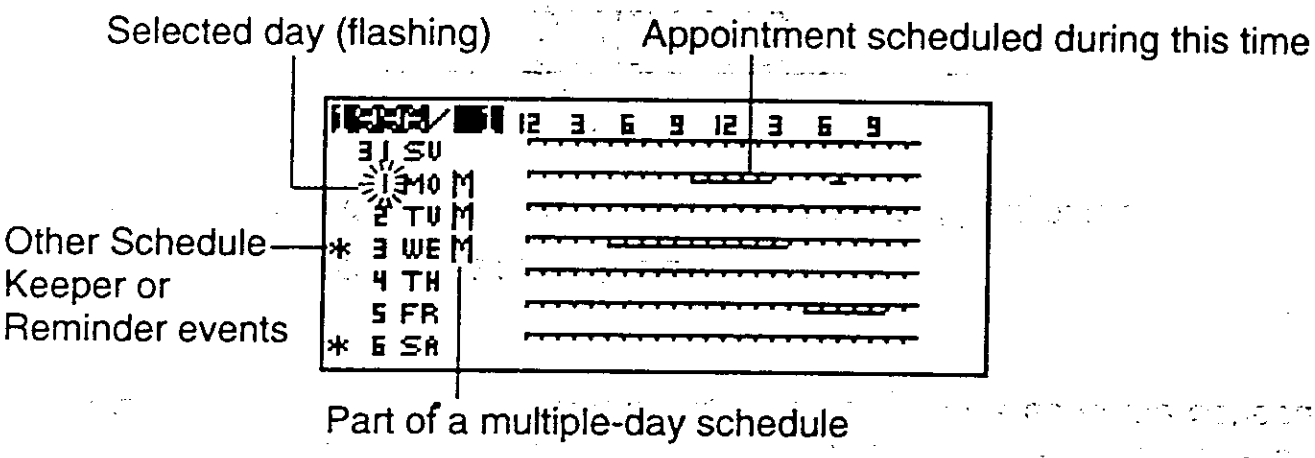
1. Move the date cursor to the start day.
2. Press **FUNC** and then select "Working day count".



3. Use the ▲, ▼, ◀ and ▶ to move the date cursor.
   - The count changes whenever you move the date cursor.
   - The date cursor does not stop at highlighted dates, and highlighted dates are never counted.
   - If you move the date cursor to a date before the starting date, the working day count is negative.

■ Weekly Schedule Screen

A weekly schedule screen that lets you see everything for an entire week at a glance.



To display the weekly schedule screen

1. In the Calendar Mode, move the date cursor to the week you want to view.
2. Press **DISP CHNG**.
   - Use ▲ and ▼ to move the date cursor day-by-day, or ⏫ and ⏬ to jump week-by-week.
3. Press **ESC** to return to the calendar screen.

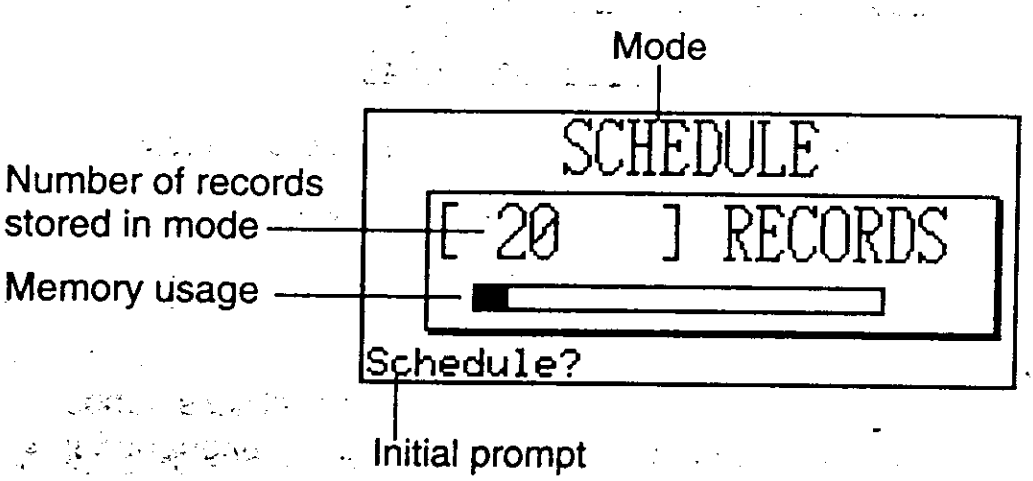
Schedule Keeper

The Schedule Keeper lets you input the time and a description of your appointment and set Schedule Alarms.

- Pressing **REMINDER** in the Schedule Keeper Mode enters the Reminder Mode for the date that is currently selected in the Schedule Keeper Mode. Pressing **CALENDAR** displays the month with the date cursor located at the Schedule Keeper date.

To enter the Schedule Keeper Mode

Press **SCHEDULE** to display the initial Schedule Keeper Mode screen.



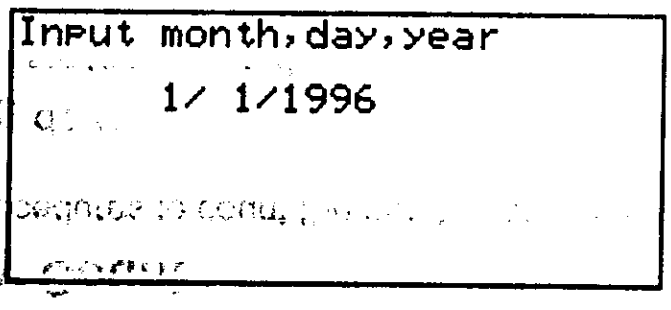
- Pressing **SCHEDULE** in the Calendar Mode displays the Schedule Keeper for the date where the date cursor is located inside the calendar or weekly schedule screen.

■ Maneuvering Around Schedule Keeper Dates

The following describes the basic operations for selecting a date to input Schedule Keeper data.

To jump to a specific date

1. In the Schedule Mode, press **FUNC** and then select "Date search".



- Note that this procedure cannot be started from the daily schedule screen.

2. Input the month, day and year, and then press **OK**.

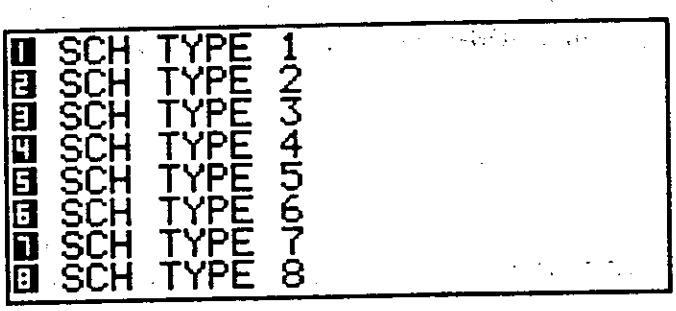
To scroll from one date to another

While the Schedule Keeper screen for a date is already displayed, press ▲ or ⏫ to scroll back to the previous date. Pressing ▼ or ⏬ scrolls to the following date.

- If the date that is displayed contains more than one Schedule Keeper data entry, the above keys scroll through the data one-by-one. The above key operations change the date only when the first (top) or last (bottom) data item is on the display.

To input Schedule Keeper data

1. Display the Schedule Keeper screen for the date where you want to input data.
2. Input the description of the appointment.
   - Even if there is already schedule data on the display, simply start inputting the description and the previous data will disappear.
3. Press ▲ and the schedule type specification starts to flash.
   - Do not press ⏫ or ⏬. Doing so will start a search using the text you input (page 48).
4. Press ◀ or ▶ to display the schedule type selection menu.



   - If you do not want to change the default setting of Schedule Type 1, press ▲ again without pressing ◀ or ▶.
5. Input a value from 1 to 8 to specify a schedule type and return to the Schedule Keeper display.
6. Press ▲ and the starting time specification starts to flash.
7. Input the start time and end time of the appointment.
   - Use the 12-hour/24-hour format of the Home Time (page 19).
   - If you want to input only a start time, don't input anything for the end time (leave it the same as the start time).
8. After you finish inputting the start and end time, press ▶ to move to the alarm time. Use ▲ and ▼ to select the alarm time type and input an alarm time, if necessary.

- While the alarm time is selected, pressing ▲ and ▼ selects one of three alarm types.
  Same-day alarm. This type of alarm is indicated when the first alarm time that appears is the same as the appointment start time input by you in step 7. This is the only type of alarm that allows you to set a time.
  Previous-day alarm. This type of alarm is indicated when the first alarm time that appears is "-24:00". This type of alarm sounds 24 hours before the start time of the appointment start time input by you in step 7.
  No alarm. When there is no time shown for the alarm time, it means that no alarm is set.

9. After making the alarm time settings you want, press **OK** to move back to the schedule type.
10. While the cursor is in the description text, press **OK** to store all the data.

Note

- You must input a description. After that, you can skip any input by pressing **OK** without inputting anything.

■ Schedule Alarms

An alarm sounds for 20 seconds and the corresponding Schedule Keeper data appears on the display. Note the following important points when you are using a Schedule Alarm.

- The snooze feature is applied to the same-day alarm also just like the Daily Alarm. See "About the snooze feature" on page 20 for details.
- The alarm indicator and time are automatically cleared after the alarm time is reached.
- If the alarm time is reached during data communications, the alarm does not sound until you complete the communications procedure.
- The alarm may fail to sound if battery power is too low.

■ How Schedule Keeper Data is Sorted

The following shows how Schedule Keeper data is sorted within each date.

1. By date
2. By time within the same date(data without time comes first)

■ Schedule Type Labels and Icons

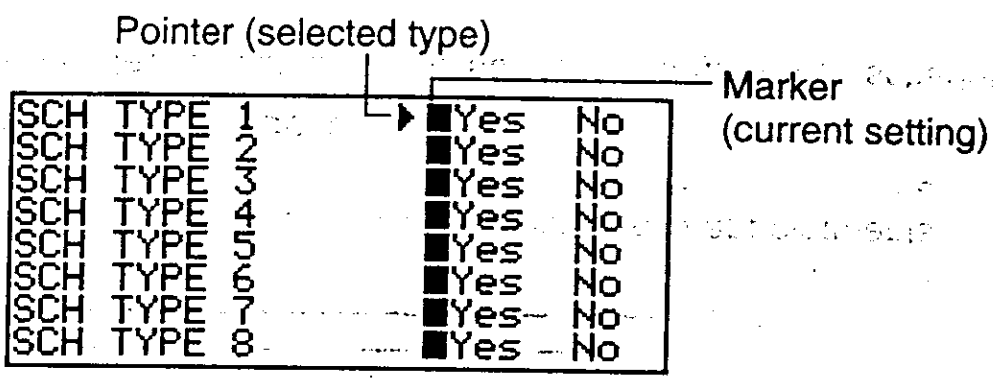
Schedule Keeper Mode data includes an icon and a schedule type label. Initially, schedule types are labelled "SCH TYPE 1" through "SCH TYPE 8", and the initial default schedule type icon is 🕮.

To change schedule type labels and icons

1. Press **SCHEDULE** to display the initial Schedule Keeper Mode screen.
2. Press **FUNC** and then select "Define type".
3. Use ▲ and ▼ to move the pointer to the schedule type you want to change.
4. Input up to 13 characters for the new label you want to use.
   - Skip this step if you don't want to change the label or if you want to wait until after you change the schedule type icon.
5. Press **DISP CHNG** to display the menu of schedule type icons.
   - If you do not want to change the icon assigned to this schedule type, skip steps 5 through 7.
6. Use ▲, ▼, ◀ and ▶ to move the cursor to the icon you want to use. Use ⏫ and ⏬ to move between menu screens.
7. When the icon you want is selected, press **OK** to register it and return to the schedule type menu.
8. Press **OK** to store all your changes and return to the initial Schedule Keeper Mode display.
   - You could change the schedule type label before pressing **OK** in step 8 if you have not already done so.

To specify Schedule Keeper Mode index display contents

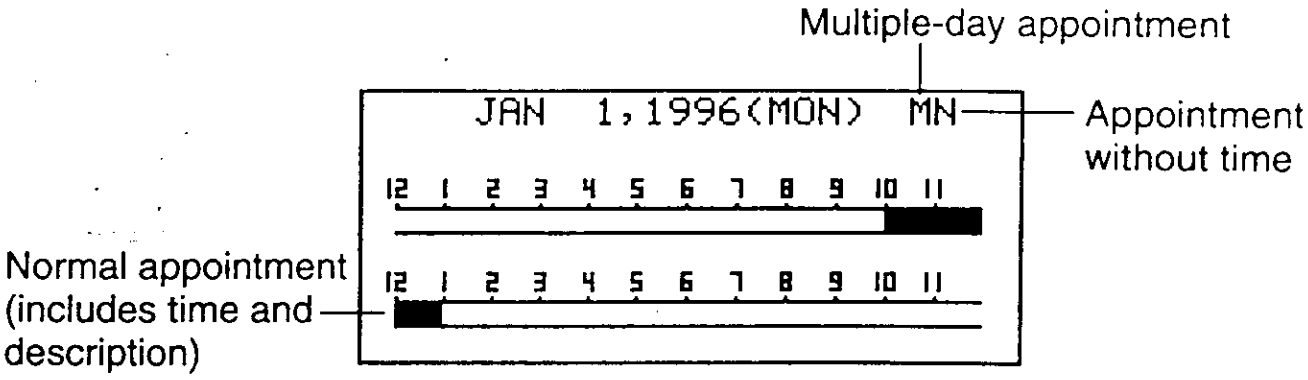
1. Press **SCHEDULE** to display the initial Schedule Keeper Mode screen, and then press ▲, ▼, ⏫, or ⏬ to change to the index display.
2. Press **FUNC** and then select "List type".


Pointer (selected type)
Marker
(current setting)
SCH TYPE 1 ■Yes No
SCH TYPE 2 ■Yes No
SCH TYPE 3 ■Yes No
SCH TYPE 4 ■Yes No
SCH TYPE 5 ■Yes No
SCH TYPE 6 ■Yes No
SCH TYPE 7 ■Yes No
SCH TYPE 8 ■Yes No

3. Use ▲ and ▼ to move the pointer next to the schedule type you want to change, and then use ◀ and ▶ to change the setting.
   - Schedule types set to "Yes" appear in the index display, while those set to "No" do not.
4. Press **OK** to quit and return to the index display.

■ Daily Schedule Screen

The daily schedule screen provides a quick overview of appointments scheduled for the day.


Multiple-day appointment
JAN 1,1996(MON) MN
Appointment without time
12 1 2 3 4 5 6 7 8 9 10 11
Normal appointment (includes time and description)
12 1 2 3 4 5 6 7 8 9 10 11

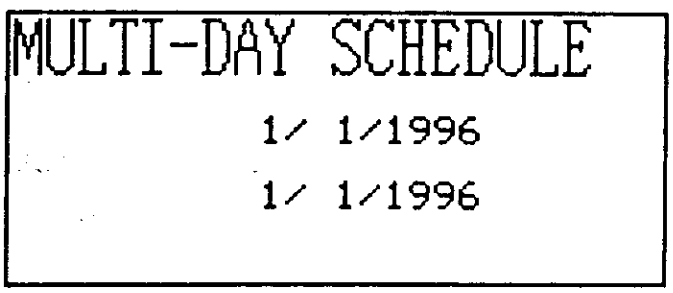
You should use the daily schedule screen to input multiple-day appointments.

To display the daily schedule screen

1. In the Schedule Keeper Mode, display the screen for the date whose schedule you want to view.
2. Press **DISP CHNG** to change to the daily schedule screen.
   - You can used ▲, ▼, ⏫ and ⏬ to scroll to another day.
3. Press **DISP CHNG** to return to the Schedule Keeper data screen.

To input multiple-day schedule data

1. Display the Schedule Mode daily schedule screen.
2. Press **FUNC** and then select "Set multi day schedule".



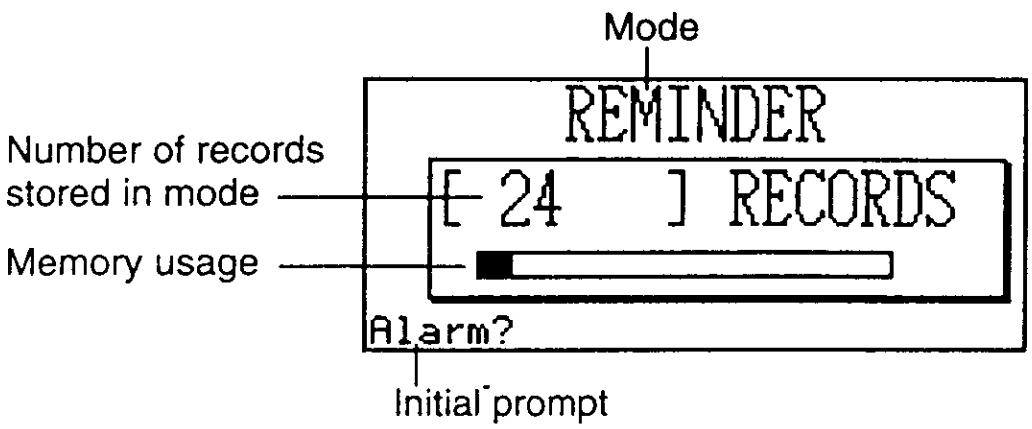
3. Input the starting date and the ending date, and then press **OK**.
4. Input the description of the appointment (page 35) and specify the schedule type (page 36).
   - Note that you cannot specify start time, end time, or alarm time for multiple-day schedule data.

Reminder Mode

The Reminder Mode helps you keep track of anniversaries, birthdays, and other important events.

To enter the Reminder Mode

Press **REMINDER** to display the initial Reminder Mode screen.



- Pressing **REMINDER** in the Calendar Mode or Schedule Keeper Mode enters the Reminder Mode for the date selected in the Calendar Mode or Schedule Keeper Mode.

To input Reminder data

1. Press **REMINDER** to display the initial Reminder Mode screen.
2. Press any letter key to change to the data input screen.
3. Use ▲ and ▼ to select the alarm time type and input an alarm time, if necessary.
   - The alarm types are the same as those for the Schedule Keeper Mode. See page 36 for details.
   - If you select a previous-day alarm (alarm setting of -24:00), the alarm sounds at noon the day before date you specified for the Reminder Mode data item.
4. After setting the alarm, press **OK** to advance to icon input.
   - At this time the icon in the upper right of the display starts to flash.
5. Press ◀ or ▶ to display the icon menu.
   - If you do not want to change the icon, skip steps 6 and 7.
6. Use ▲, ▼, ◀ and ▶ to move the flashing cursor to the icon you want to use. Use ⏫ and ⏬ to move between menu screens.
7. When the icon you want is selected, press **OK** to register it and return to the Reminder input screen.
8. Input a description of the Reminder.
9. While the cursor is in the description area, press **OK** to store all the data.

Note

- You must input a description. After that, you can skip any input by pressing **OK** without inputting anything.

■ Reminder Alarms

When a Reminder Alarm time is reached, an alarm sounds for 20 seconds and the corresponding Reminder data appears on the display. Press any key to stop the alarm and return to the screen that was shown before the alarm began to sound. Note the following important points when you are using a Reminder Alarm.

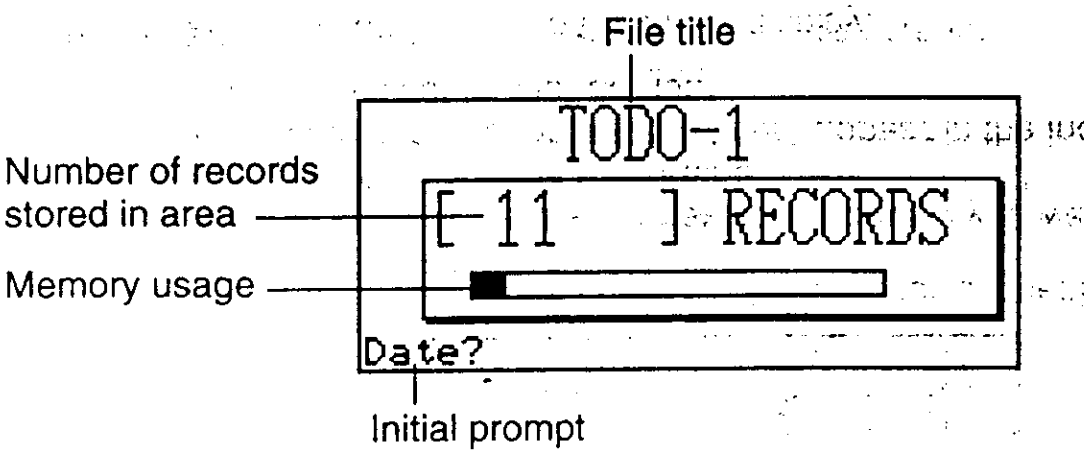
- The snooze feature is applied to the same-day alarm also just like the Daily Alarm. See "About the snooze feature" on page 20 for details.
- If the alarm time is reached during data communications, the alarm does not sound until you complete the communications procedure.
- The alarm may fail to sound if battery power is too low.

To Do Mode

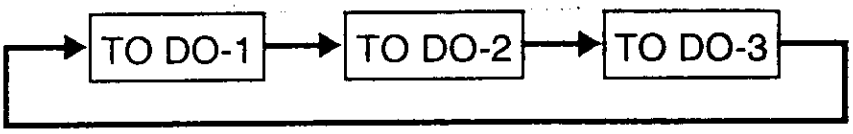
You can classify items according to priority, and even input a To Do message and icon.

To enter the To Do Mode

1. Press **TO DO** to display the initial To Do Mode screen.



2. Press **TO DO** again to change to another To Do file.
   - Each press of **TO DO** changes the file in the following sequence.



To input To Do data

1. Use **TO DO** to display the initial screen of a To Do file.
2. Input the date for the item and then press **OK** to move to the priority.
3. Press ◀ or ▶ to display a menu of priority levels.
4. Input a number from 1 to 8 to assign a priority.
5. Press **OK** to advance to the description and then input text.
6. While the cursor is in the description area, press **OK** to store all the data.

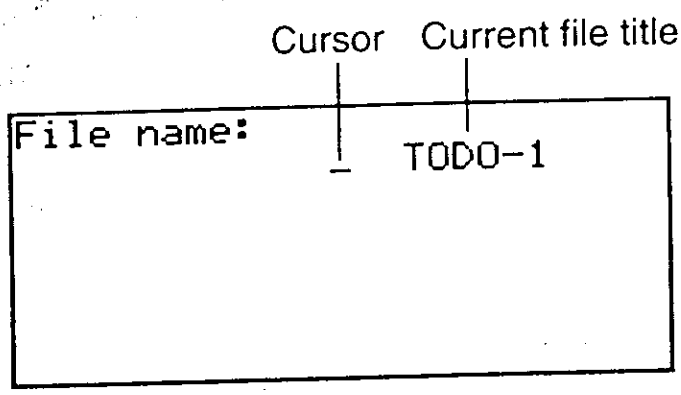
Note

- You must input a description. You can skip any input by pressing **OK** without inputting anything.

To change a file title

1. Use **TO DO** to display the initial screen of the To Do Mode file whose title you want to change.

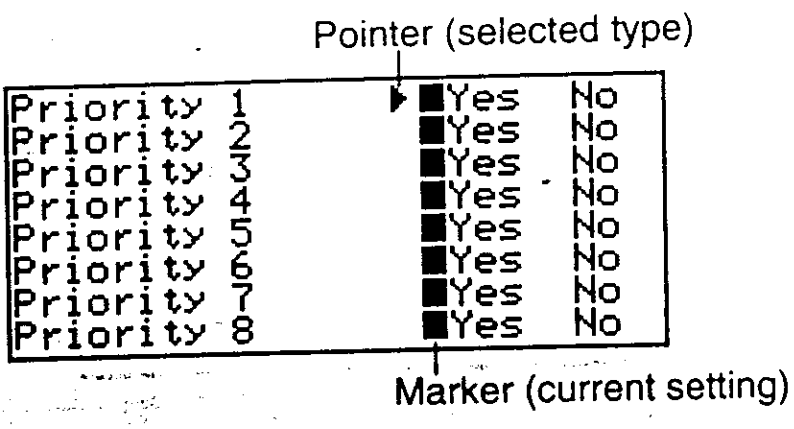
2. Press **FUNC** and then select "File title".



3. Input up to 13 characters for the title.
4. After you finish, press **OK**.

To specify To Do Mode index display contents

1. Press **TO DO** to display the initial To Do Mode screen, and then press ▲, ▼, ▲ or ▼ to change to the index display.
2. Press **FUNC** and then select "List type".



3. Use ▲ and ▼ to move the pointer next to the priority you want to change, and then use ◀ and ▶ to change the setting.
   - To Do Mode entries of a priority set to "Yes" appear in the index display, while those with priorities set to "No" do not.
4. Press **OK** to quit and return to the index display.

■ Record Summary

The record summary provides a quick view of how many data items are stored in each To Do Mode file.

To display the record summary

In the To Do Mode, press **FUNC** and then select "Record summary".
Press **ESC** to return to your original To Do Mode display.

■ How To Do Data Is Sorted

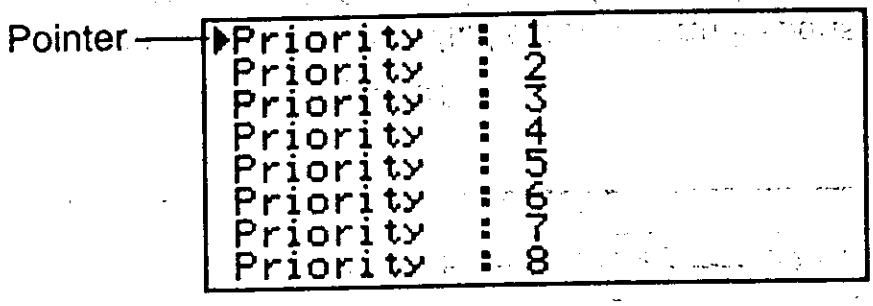
To Do data is sorted into chronological order when it is stored in memory.

■ Priority Icons

To Do Mode priorities are assigned icons that appear on the screen whenever you assign a priority.

To priority icons

1. Press **TO DO** to display the initial To Do Mode screen.
2. Press **FUNC** and then select "Define type".



3. Use ▲ and ▼ to move the pointer to the priority whose icon you want to change.
4. Press **DISP CHNG** to display the menu of priority icons.
5. Use ▲, ▼, ◀ and ▶ to move the cursor to the icon you want to use. Use ⏫ and ⏬ to move between menu screens.
6. When the icon you want is selected press **OK** to register it and return to the priority menu.
7. Press **OK** to return to the initial To Do Mode display.

To check and uncheck a To Do item

1. Display the initial To Do Mode screen and press ⏫ or ⏬ to display the index display.
2. Move the item you want to check or uncheck in the top line of the display.
3. Press **OK** to check or uncheck the item.

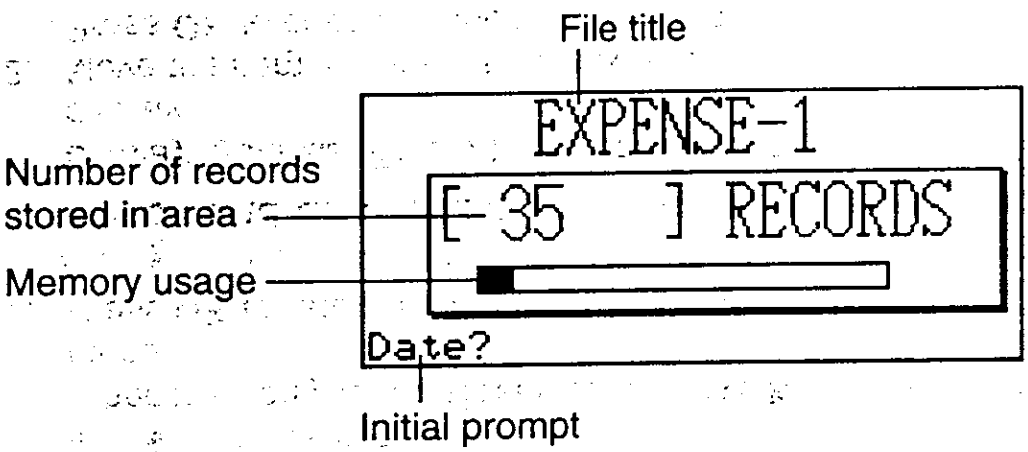
- You can also perform the above operation using the data display. Display the data display of the item you want to check or uncheck, and then press **OK**.
- You can delete all checked items by performing the procedure under "To delete all marked data items" (page 53) while in the To Do Mode.

Expense Manager Mode

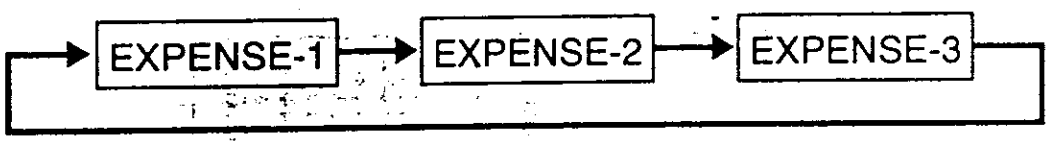
With the Expense Manager you can store expense data and produce a report that shows totals for any specific period.

To enter the Expense Manager Mode

1. Press **EXPENSE** to display the initial Expense Manager Mode screen.



2. Press **EXPENSE** again to change to another Expense Manager file.
   - Each press of **EXPENSE** changes the file in the following sequence.

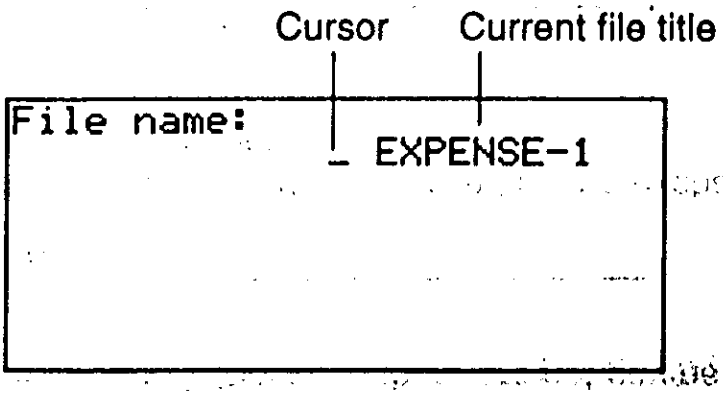


To input Expense Manager data

1. Use **EXPENSE** to display the initial screen of an Expense Manager file.
2. Input the date of the expense and press **OK** to advance to the expense type.
   - You can also start data input while the Expense Manager index display or data display is on the screen by pressing **FUNC** and then selecting "Daily expense".
3. Press ◀ or ▶ to display a menu of expense types.
4. Select an expense type and then press **OK** to advance to the amount.
   - The icon assigned to the expense type you select appears on the screen.
5. Input the amount of the expense and press **OK** to advance to the payment type.
6. Press ◀ or ▶ to display a menu of payment types.
7. Select the payment type and then press **OK** to advance to the receipt indication.
8. Press ◀ or ▶ to toggle between "Yes" and "No", and then press **OK** to advance to the note area.
9. Input any text you want as a memo.
10. While the cursor is in the note area, press **OK** to store all of the data.

To change a file title

1. Use **EXPENSE** to display the initial screen of an Expense Manager file.
2. Press **FUNC** and then select "File title".



3. Input up to 13 characters for the title.
4. Press **OK** to quit.

■ Expense Type Labels and Icons

Expense type data includes an icon and a label.

To change expense type labels and icons

1. Press **EXPENSE** to display the initial Expense Manager Mode screen.
2. Press **FUNC** and then select "Expense types".

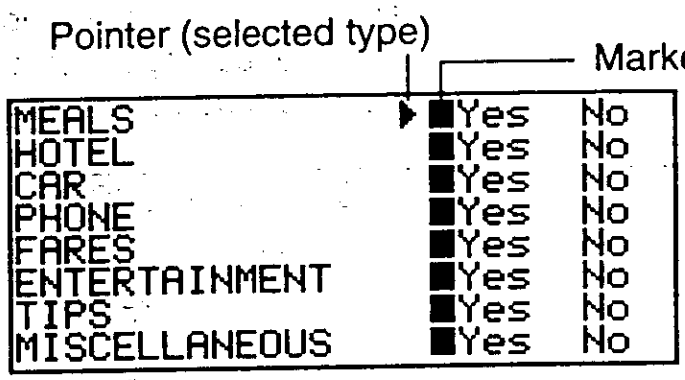
3. Use ▲ and ▼ to move the pointer to the expense type you want.
4. Input up to 13 characters for the label.
   - Skip this step if you don't want to change the expense type label or if you want to wait until after you change the expense icon.
5. Press **DISP CHNG** to display the menu of expense icons.
   - If you do not want to change the icon assigned to this expense type, skip steps 5 through 7.
6. Use ▲, ▼, ◀ and ▶ to move the flashing cursor to the icon you want to use. Use ⏫ and ⏬ to move between menu screens.
7. When the icon you want is selected press **OK** to register it and return to the expense type menu.

8. Press **OK** to store all your changes and return to the initial Expense Manager Mode display.

- You could change the expense type label before pressing **OK** in step 8 if you have not already done so.

To specify Expense Manager Mode index display contents

1. Press **EXPENSE** to display the initial Expense Manager screen, and then press ▲, ▼, ⏫, or ⏬ to change to the index display.
2. Press **FUNC** and then select "List expense type".



3. Use ▲ and ▼ to move the pointer to the expense type you want to change, and then use ◀ and ▶ to change the setting.

- Expense types set to "Yes" appear in the index display, while those set to "No" do not.

4. After you are finished, press **OK** to return to the index display.

■ Payment Type Labels

Payment type data includes a label that appears on the screen whenever you display the expense data.

To change these labels, use the procedure under "To change expense type labels and icons" on page 45. The only difference is that you select "Payment types" in step 2, and you skip steps 5 through 7 (because there are not payment type icons).

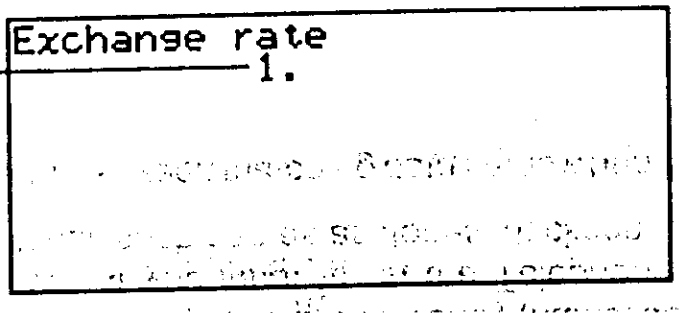
■ Exchange Rate

The expense total in the periodic report is multiplied by the exchange rate value to produce the "Converted" item amount.

To set the exchange rate

1. Press **EXPENSE** to display the initial Expense Manager Mode screen.
2. Press **FUNC** and then select "Exchange rate".

Current setting



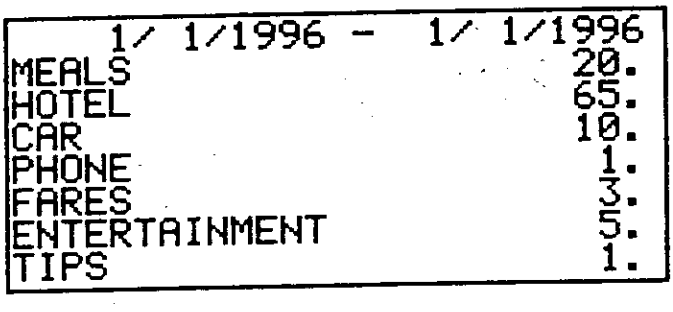
3. Input an exchange rate.
   - The exchange rate can have an integer part up to 12 digits and a decimal part up to 12 digits.
4. Press **OK** to quit.

■ Periodic Expense Report

The following procedure produces an on-screen report of all your expenses.

To produce a periodic expense report

1. Press **EXPENSE** to display the initial Expense Manager screen, and then press ▲, ▼, ⏫, or ⏬ to change to the index display.
2. Press **FUNC** and then select "Report".
3. Input the starting date and the ending date and then press **OK**.
   - Pressing **OK** produces an expense report like the one shown below.



4. Use ⏫ and ⏬ to change screens to view other.
5. Press **ESC** to return to the Expense Manager Mode initial display.

■ Record Summary

The record summary provides a quick view of how many data items are stored in each Expense Manager file.

To display the record summary

In the Expense Manager Mode, press **FUNC** and then Select "Record summary".
Press **ESC** to return to your original Expense Manager Mode display.

Searching for Data

This section explains everything you need to know about searching for and recalling data.

■ Scroll Search

Scroll search can be used in the Telephone Directory, Memo, Schedule, Reminder, To Do, and Expense Manager modes.

To recall data using scroll search

1. Display the initial screen of the mode where you want to search.
2. Press ⏫ or ⏬ to change to the index display (page 26).
3. Use ▲ and ▼ to scroll line-by-line. Use ⏫ and ⏬ to scroll screen-by-screen.
4. When the item you want is located in the top line of the index display, press **DISP CHNG** to change to the data display (page 26).
5. Use ▲, ▼, ⏫, and ⏬ to scroll through the data on the display.

■ Initial Character Search

Initial character search can be used in the Telephone Directory, Memo, Schedule, Reminder, Expense Manager and To Do modes.

To recall data using initial character search

1. Enter the mode where you want to search for data.
   - Initial character search can be started from the initial screen, the index display, or the data display.
2. Input the first few characters of the text entry you want to find and press ⏫ or ⏬.
   - When you press ⏫ or ⏬, the Digital Diary displays a data display of the first data item in which the initial characters of the text entry (name, description, etc.) match your input characters. If you input "J" in the Telephone Directory Mode, for example, you will recall such names as Jones, Jackson, Johnson, etc.
3. Use ⏫ and ⏬ to scroll between matching data items when there is more than one match.

■ Wild Card Search

Wild card search can be used in the Telephone Directory, Memo, Schedule, Reminder, and To Do modes.

To recall data using wild card search

1. Enter the mode where you want to search for data.
   - Wild card search can be started from the initial screen, the index display, or the data display.
2. Press **FUNC** and then select "Wild card search".
3. Input some characters and press **OK**.
   - When you press **OK**, the Digital Diary displays a data display of the first data item that has a match of your characters anywhere. If you input "E" in the Telephone Directory Mode, for example, you would recall such names as Evens, Emily, Pete, Smythe, etc.
4. Use ▲ and ▼ to scroll between matching data items when there is more than one match.

■ Date Search

Date search can be used in the Schedule Keeper and Reminder modes.

To recall data using date search

1. Enter the mode where you want to search for data.
   - Date search can be started from the initial screen, the index display, or the data display.
2. Press **FUNC** to display the function menu, and then Select "Date search".
3. Input the date and press **OK**.
   - When you press **OK**, the Digital Diary displays the date you specified.
   - In the Reminder Mode, the date is displayed only if it contains data. If the date you specified does not contain any data, the message "NOT FOUND! PRESS ESC TO QUIT." appears on the display.
   - In the Schedule Keeper Mode, the screen for the date you specify appears regardless of whether or not it contains data.

Editing Data

The procedures described here can be used in the Telephone Directory, Memo, Schedule, Reminder, To Do, and Expense Manager modes.

To edit data

1. Enter the mode that contains the data you want to edit, and recall the data (page 48).
2. Change to the data display.
3. Press **FUNC** and then Select "Edit record".
4. Make any changes in the data that you want.
5. Press **OK** to quit.

Notes

- With Schedule Keeper data, you cannot use the above procedure to add start, end, and alarm times to existing data items. You can, however, change existing start, end, and alarm times.
- With the Reminder data, you can use the above procedure to add an alarm time.

Use these procedures to delete data.

■ Deleting a Single Data Item

This procedure can be used in the Telephone Directory, Memo, Schedule, Reminder, To Do, and Expense Manager modes.

To delete a single data item

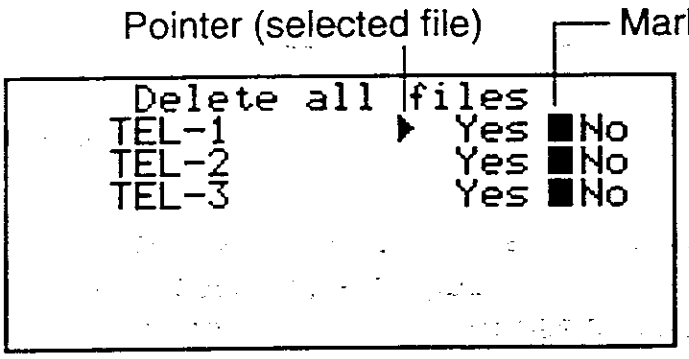
1. Enter the mode that contains the data you want to delete, and recall the data (page 48).
   - If you are using the index display (page 26), move the data item into the first line of the index display.
   - If you are using the data display (page 26), simply display the item.
2. Press **DEL** and the message "DELETE RECORD (Y/N)?" appears on the screen.
   - Instead of pressing **DEL**, you could press **FUNC** and then input the correct number of select "Delete record" ("Delete selected record" in the Expense Manager Mode).
3. Press **Y** to delete, or **N** to abort.

■ Deleting All Data Items In a Mode

The procedure you should use depends on whether the mode whose data items you are deleting has multiple files (Telephone Directory, Memo, To Do, Expense Manager) or not (Schedule, Reminder).

To delete all data items from a multiple file mode (Telephone Directory, Memo, To Do, Expense Manager)

1. Display the initial screen of the mode that contains the data you want to delete.
   - You can display the initial screen for any file.
2. Press **FUNC** and then select "Delete all files".



Secret Function

Your Digital Diary lets you protect data you store in the Telephone Directory, Memo, Schedule, Reminder, To Do, and Expense Manager modes (protected modes) with a password.

To register a password

1. Press **SHIFT FUNC** and then select "Password".
   - At this time, "ENTER PASSWORD" appears on the display.
2. Input the password and press **OK** to register it.
   - A password can be up to 6 characters long. You can use any alphabetic characters or numerals, /, @, or spaces inside a password. You cannot use characters produced with the **CODE** key.
   - After you register a password, the password input screen clears and you return to the screen you started from in step 1. The next time you turn the Digital Diary on and try to enter a protected mode, the password input screen will appear and you will have to input the registered password before you can access these modes.

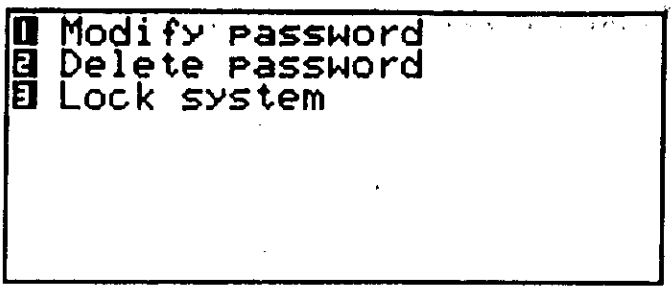
To access protected modes

1. Turn on Digital Diary power.
2. Press the mode key for one of the protected modes.
   - "INPUT PASSWORD" appears on the display.
   - If you were in a protected mode the last time you turned power off, "INPUT PASSWORD" appears as soon as you turn on the Digital Diary.
3. Input the correct password and press **OK**.
   - If you input the wrong password, the password input screen remains on the display.
   - Once you input your password, you will not have to input it again, even if you exit a protected mode and then re-enter it later. Your password input remains valid until you turn the Digital Diary off or until you manually lock memory (page 55).

To change the password

1. Turn on the Digital Diary.
   - "INPUT PASSWORD" appears on the display.
2. Input the correct password and press **OK**.

3. Press **SHIFT FUNC** and then select "Password".



4. Select "Modify password", which causes the currently registered password to appear.
5. Make any changes to the password you want, and then press **OK** to store the new password.

To delete the password

1. Turn on the Digital Diary.
   - "INPUT PASSWORD" appears on the display.
2. Input the correct password and press **OK**.
3. Press **SHIFT FUNC** and then select "Password".
4. Select "Delete password", which causes a confirmation message to appear asking if you really want to delete your password.
5. Press **Y** to delete or **N** to abort.
   - After you delete the password data protected modes can be viewed by anyone.

To lock memory without turning power off

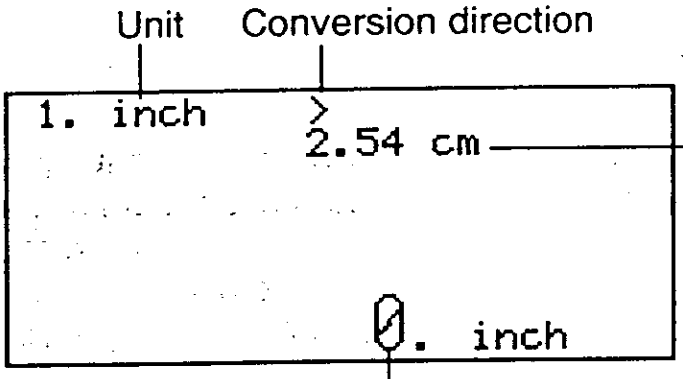
1. While using the Digital Diary after you have input your password, press **SHIFT FUNC** and then select "Password".
2. Press **3** to select "Lock system".
   - Now when you try to enter another protected mode, the password input screen appears and you will have to input your password again.

Conversion Mode

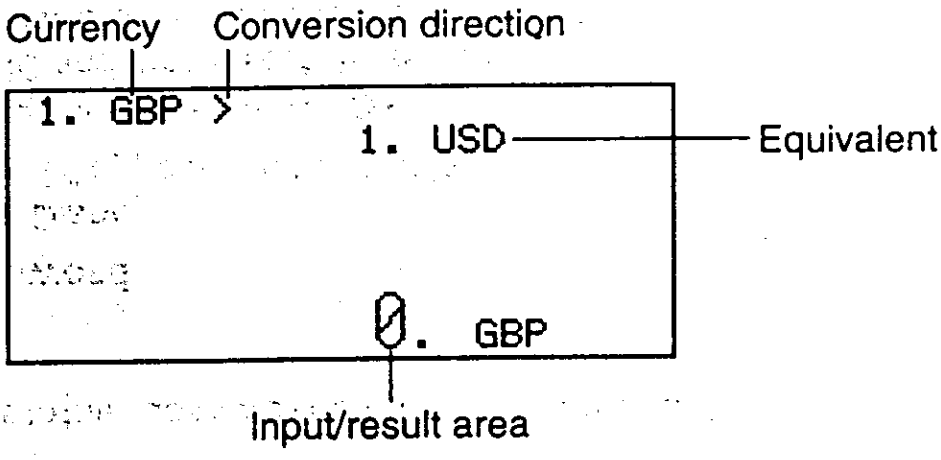
Your Digital Diary actually gives you two conversion modes, one for metric conversion and one for currency conversion.

To enter the Conversion Modes

1. Press **CONV** to display the initial Unit Conversion Mode screen.



2. Press **CONV** again to change to the Currency Conversion Mode (page 57) and display the initial Currency Conversion Mode screen.



■ Metric Conversions

All conversions work in both directions.

inches — centimeters	yards — meters
miles — kilometers	feet — yards
knots — kilometers/h	UK tons — kilograms
US tons — kilograms	pounds — kilograms
ounces — grams	carats — grams
UK gallons — liters	US gallons — liters
calories — joules	horsepower — kilowatts
Fahrenheit — Celsius	

To perform a metric conversion

1. Enter the Unit Conversion Mode.
2. Use ▲ and ▼ to find the one you want to use.
3. Use ◀ and ▶ to change the direction of the conversion.
4. Input the value you want to convert from and press **OK** to display the conversion result.
5. If you want to view your original input value, press **OK** again.

■ Currency Conversions

Use the Currency Conversion Mode to convert between various currencies. The following are the default currency names that the unit uses. You can change the default currency names to other currency names if you want.

USD — U.S. Dollar	DM — Deutsche Mark
GBP — British Pound	ITL — Italian Lira
FFR — French Franc	YEN — Japanese Yen

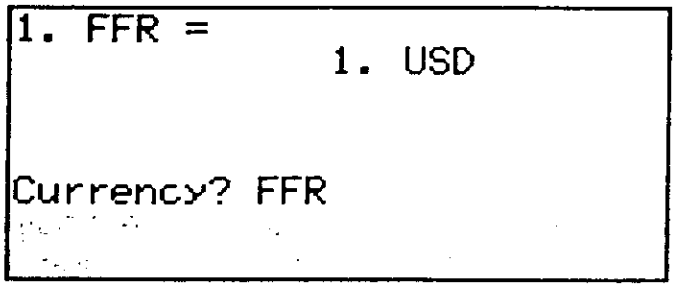
Important!

- Make sure you input the conversion rates you want to use before trying to perform a currency conversion. The Digital Diary will not convert from one currency to another until you do.

To change currency labels and rates

1. Enter the Currency Conversion Mode.
2. Use ▲ and ▼ to find the conversion pair you want to change.

3. Press **FUNC** to change to the editing screen.



4. Input up to five characters for the name of the first currency, and press **OK**.
5. Input up to five characters for the name of the second currency, and press **OK**.
6. Input up to 12 digits for the integer and 12 digits for the decimal part for the rate of the first currency, and press **OK**.
7. Input up to 12 digits for the integer and 12 digits for the decimal part for the rate of the second currency, and press **OK** to complete the procedure.

- Note that one of the currency rates is normally set to 1. To set up a conversion pair where 1 unit of Currency A equals 100 units of Currency B, you could use either of the following.
  Currency A rate = 1 / Currency B rate = 100
  Currency A rate = 0.01 / Currency B rate = 1
- To leave either currency name or rate unchanged in the above procedure, simply press **OK** without inputting anything.

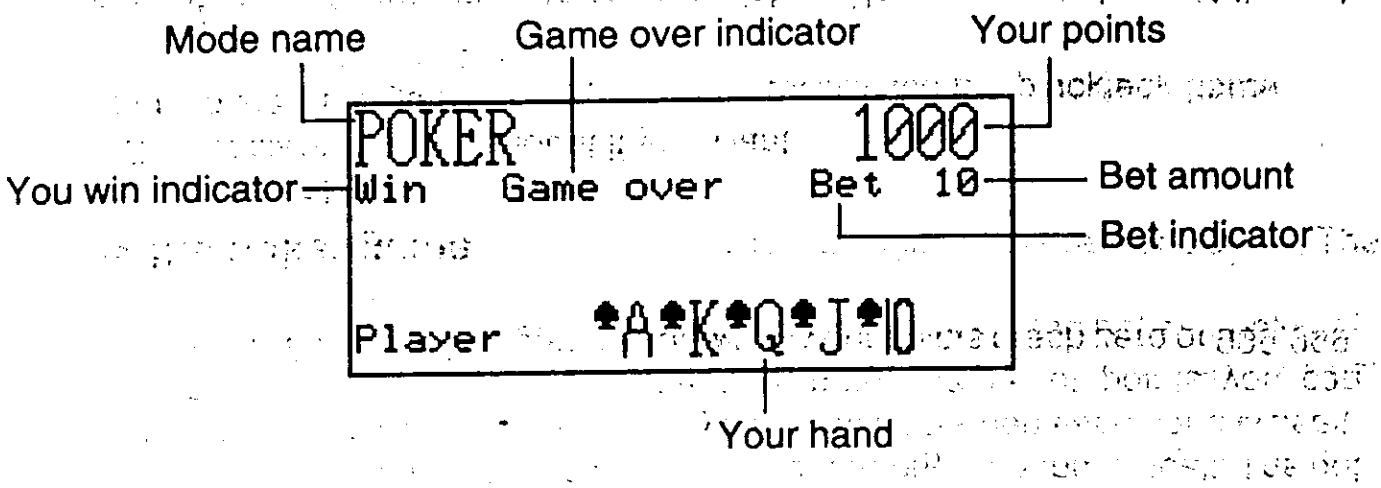
To perform a currency conversion

1. Enter the Currency Conversion Mode.
2. Use ▲ and ▼ to find the one you want to use.
3. Use ◀ and ▶ to change the direction of the conversion.
4. Input the value you want to convert from and press **OK** to display the conversion result.
5. If you want to view your original input value, press **OK** again.

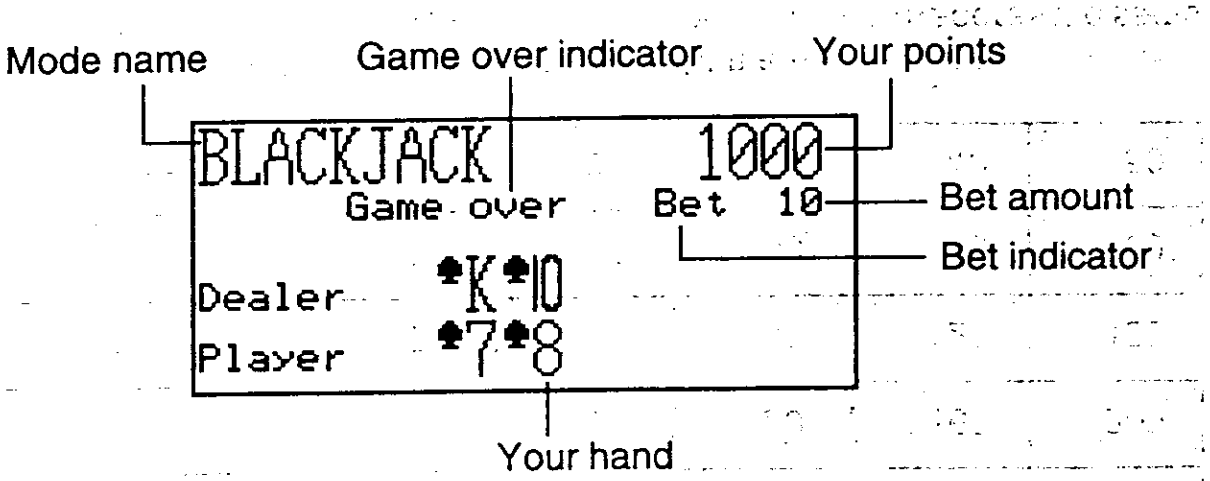
The Game Modes give you a choice between poker and blackjack.

To enter the Game Modes

1. Press **GAME** to display the initial Poker Mode screen.



2. Press **M** to change to the Blackjack Mode (page 61) and display the initial Blackjack screen.



■ Poker Game

The following describe rules and procedures for playing the poker game.

Poker Game Rules

- The game is 5-card draw.
- Unlike standard poker, you do not play against other players. Instead, you try to accumulate points. The following table shows how many point are awarded for each type of hand.

Type of Hand	Bet 10	Bet 20	Bet 30	Bet 40	Bet 50
Royal Flush	2500	5000	7500	10000	12500
Straight Flush	500	1000	1500	2000	2500
Four of a Kind	250	500	750	1000	1250
Full House	80	160	240	320	400
Flush	50	100	150	200	250
Straight	40	80	120	160	200
Three of a Kind	30	60	90	120	150
Two Pair	20	40	60	80	100
One Pair (Jacks or better)	10	20	30	40	50

Note that no points are awarded for anything less than a pair of Jacks.

- The relative value of the cards is meaningless. Two pair always scores the same number of points, regardless of what cards make up the two pair.
- Before cards are dealt to start each hand, you can change the bet amount to 10, 20, 30, 40, 50. The bet amount cannot be changed once a hand is dealt. The bet amount is automatically deducted from your point total when each hand is dealt.
- You start with 1,000 points, and the maximum number of points you can accumulate is 999,999. The game ends when your points reach zero or 999,999.

To play the poker game

1. Enter the Poker-Mode.
2. Use **B** to declare the bet amount if you want.
3. Press **H** to start the game.
   - The first five cards are dealt.
4. Use number keys **1** through **5** to select which cards you want to keep (1 through 5 from left to right).
   - Pressing a number key causes the letter "H" (for "Hold") to appear above the corresponding card. To deselect a card, press its number button again so the "H" disappears.
   - You can mark anywhere from no cards to all your cards.
5. After you select which cards you want to hold, press **H**.
   - The unmarked cards disappear and are replaced by new cards, and the hand ends.

- If you win, the "Win" indicator appears and the number of points based on your hand and the amount you bet are added to your point total (see the table).
- If you lose, the "Win" indicator does not appear and your point total remains unchanged.

6. To play the next hand, continue from step 2, above.
   - Repeat the above procedure until you run out of points or until you score 999,999 points.

■ Blackjack Game

The following describe rules and procedures for playing the blackjack game.

Blackjack Game Rules

- The game is standard blackjack where you play against the dealer's cards. The Digital Diary is always the dealer.
- Before cards are dealt to start each hand, you can change the bet amount to 10, 20, 30, 40, 50. The bet amount cannot be changed once a hand is dealt. The bet amount is automatically deducted from your point total when each hand is dealt.
- You start with 1,000 points, and the maximum number of points you can accumulate is 999,999. The game ends when your points reach zero or 999,999.
- You are offered the opportunity to insure (by the message "Insure" appearing on the display) whenever the dealer's first card is an ace. Press **I** to insure when offered. Insuring costs you one half of your original bet. If the dealer ends up getting a blackjack, your insurance bet wins and your original be loses (a push). If the dealer does not get blackjack, the insurance bet loses and you continue to play your hand.
- You are offered the opportunity to double down (by the message "Double" appearing on the display) whenever your first two cards total 10 or 11. Press **D** to double down when offered. Doubling down doubles your bet, and causes you to stand automatically after receiving one more card.
- You can surrender your hand by pressing **Q** at any time before you receive any cards after your original two. Surrendering immediately ends the hand and you forfeit half of the amount you bet.
- You can continue to draw more cards as long as the total of the cards you already have is less than 21.
- The dealer will always take a card when the dealer's cards total less than 17, unless you are already busted (over 21). The dealer always stands when you are busted.
- At the end of a hand, the player with the higher points without going over 21 wins.
- The following table shows the number of points you can win with each type of hand.

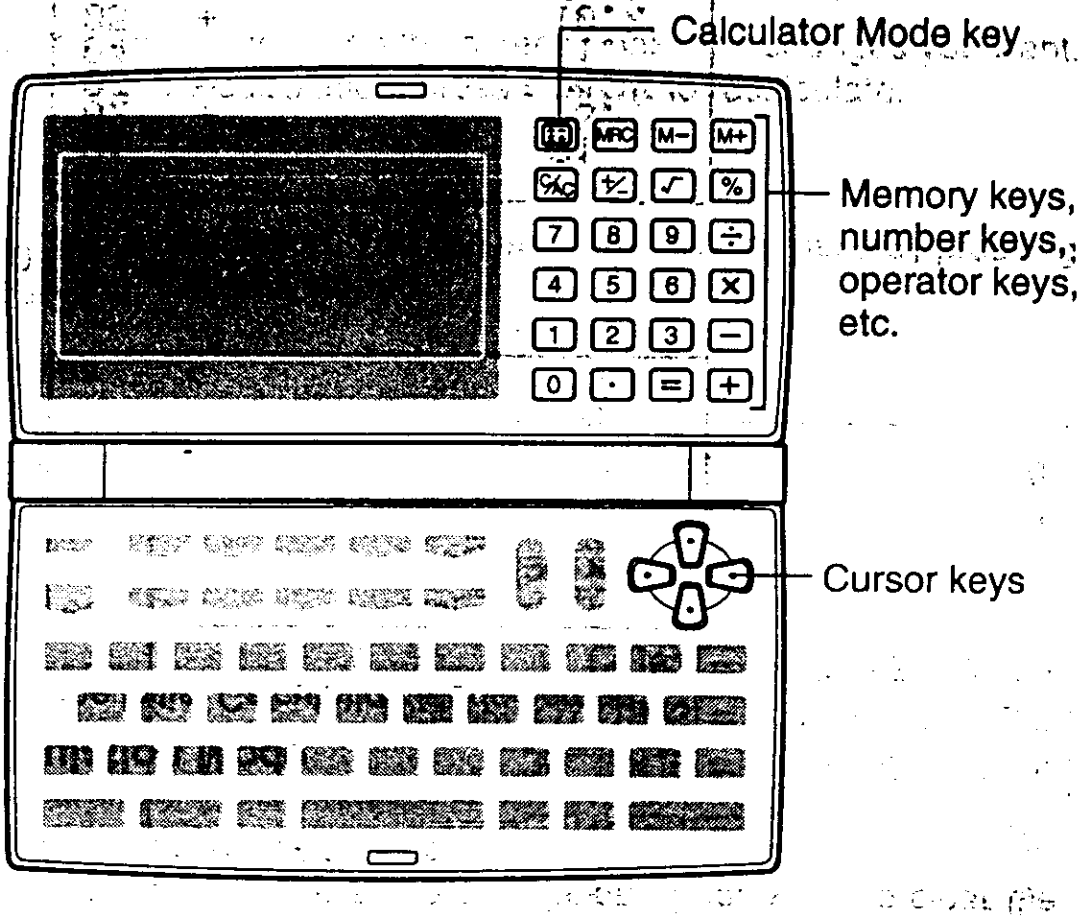
Type of Hand	Bet 10	Bet 20	Bet 30	Bet 40	Bet 50
Double Down	40	80	120	160	200
Blackjack	25	50	75	100	125
Win	20	40	60	80	100
Insurance	15	30	45	60	75
Surrender (Fold)	5	10	15	20	25

To play the blackjack game

1. Enter the Blackjack Mode.
2. Use **B** to declare the bet amount if you want.
3. Press **H** to start the game.
   - Two cards are dealt to the player and one to the dealer.
   - The "Hit", "Stand", and "Fold" indicators flash on the display, waiting for the player's response. In certain cases, the messages "Insure" or "Double" may also appear.
4. Press the letter key that corresponds to the operation you want to perform.
   - **H**: hit
   - **S**: stand
   - **I**: insure
   - **D**: double down
   - **Q**: fold (surrender)
5. If you draw a card and the total of your cards is still less than 21, repeat step 3.
6. When you don't want any more cards, press **S** to tell the dealer you want to stand.
   - At this time the dealer's hand is completed and the winner is determined.
   - If you win, the "Win" indicator appears and the number of points based on your hand and the amount you bet are added to your point total (see the table).
   - If you lose, the "Win" indicator does not appear and your point total remains unchanged.
7. To play the next hand, continue from step 2, above.
   - Repeat the above procedure until you run out of points or until you score 999,999 points.

Calculator Mode

The Calculator Mode provides you with all the tools you need to perform a variety of calculations throughout the day. It also includes a calculation editing feature that lets you recall the steps of a calculation and make changes.



- **C/AC** — clears the last value input. Press twice to clear a calculation on the screen and start a new calculation.
- Use the number keys (**0** through **9**) to enter values. Press • to input a decimal point.
- Use **+**, **−**, **×** and **÷** to specify the arithmetic operation that is marked on each key.
- **=** — executes a calculation and displays its result.
- Use **MRC**, **M−**, and **M+** for calculator memory operations.
  MRC — recalls the content of the memory, and clears it when pressed twice successively.
  M− — subtracts the currently displayed value from the current memory contents.
  M+ — adds the currently displayed value to the current memory contents.
- Use **%** for percentage calculations.
- Use **√** for square root calculations.
- **+/−** — switces the sign of a value between positive and negative.

To correct errors in calculations

If you enter a wrong value, press **C/AC** once and then enter the correct value.
If you press the wrong arithmetic operator key (+, −, ×, ÷), simply press the correct key before entering anything else.

About calculation errors...

Whenever an error occurs, the indicator "E" appears on the display.

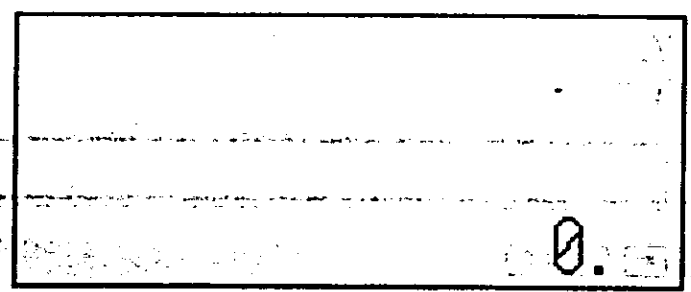
- When the number of digits in the mantissa of an intermediate or a final result exceeds 12 digits.
- When the number of digits in the mantissa of a value stored in memory exceeds 12 digits. In this case, the Digital Diary automatically retains the last value stored that did not exceed 12 digits.
- Division by zero.

To clear errors

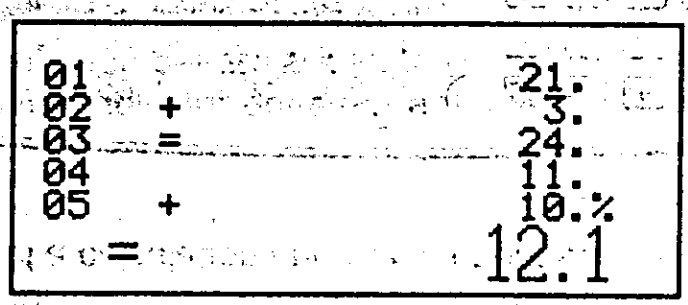
Press **C/AC** once to continue with the same calculation. If you want to clear the calculation and start again, press **C/AC** twice.

To enter the Calculation Mode

Press **CAL** to display the initial Calculation Mode screen.



Example 1: 21 + 3 = 24
Example 2: 11 + 10% = 12.1



To use the calculation edit feature

1. After inputting a calculation, press **DISP CHNG** to change to the calculation edit screen.
   - You can also display the calculation edit screen by pressing **FUNC** and then selecting "Edit calculation".
2. Use ▲ and ▼ to scroll through the steps of the calculation.
   - The Digital Diary stores up to 99 lines of a calculation for editing.
3. When any step you want to edit is on the screen, make the changes you want.
4. After you finish editing the calculation, press = or **OK** to recalculate.

To clear a calculation

Press **DEL** twice to clear a calculation. You can also clear a calculation by pressing **FUNC** and then selecting "Clear all steps".

Calculation Examples

	C/AC C/AC	0.
53 + 123 − 63 =	53 + 123 − 63 =	113.
963 × (23 − 56) =	23 − 56 × 963 =	−31779.
(56 × 3 − 89) ÷ 5.2 + 63 =	56 × 3 − 89 ÷ 5.2 + 63 =	78.1923076923
123456 × 741852 =	123456 × 741852 =	91'586'080'512
$\sqrt{3}$ × 5 =	3 √ × 5 =	8.66025403784
12% of 1500	1500 × 12 % =	180.
Percentage of 660 against 880	660 ÷ 880 % =	75.
80 × 9 = 720	MRC MRC C/AC C/AC 80 × 9 = M+	−M− 720.
−) 50 × 6 = 300	50 × 6 = M−	−M− 300.
20 × 3 = 60	20 × 3 = M+	−M− 60.
480	MRC	−M− 480.

Data Communications

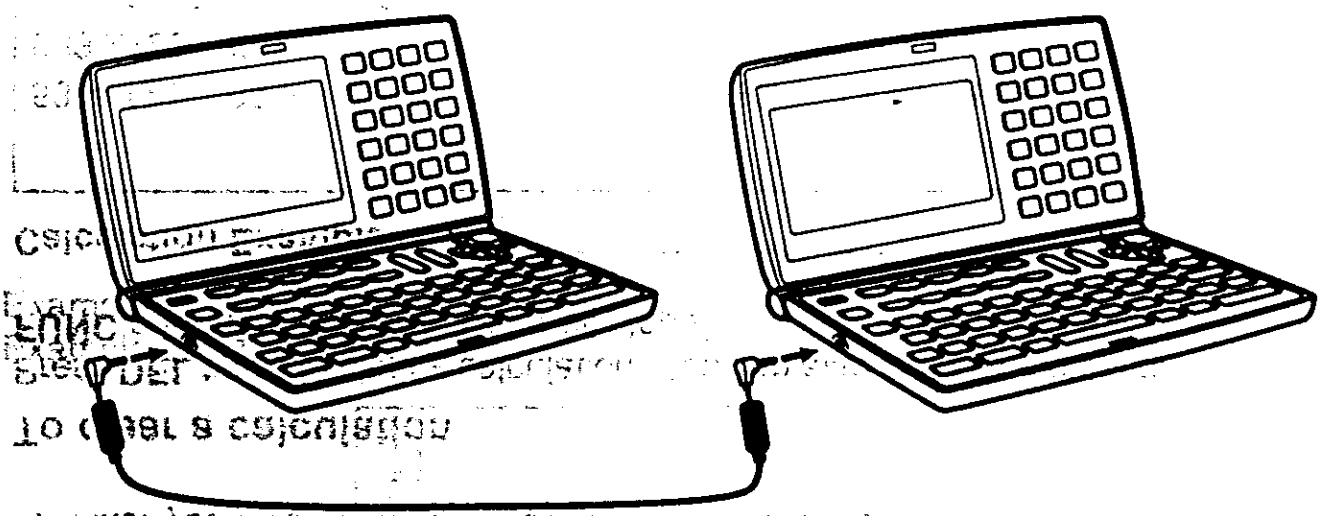
You can transfer data between two CASIO SF-5580, SF-5780, or SF-5980 units, or between your Digital Diary and a personal computer only. You cannot exchange data with any other CASIO Digital Diary model. Data communications can be performed while in the Telephone Directory, Memo, Schedule Keeper, Calendar, To Do, Reminder, or Expense Manager Mode.

■ Setting Up for Data Communications

The following describes what you would do to set up for data communications between two Digital Diary units or between a Digital Diary unit and a personal computer.

To connect to another Digital Diary unit

1. Make sure that the power of both units is turned off.
2. Remove the covers from the data communications jacks on the two Digital Diary units.
3. Connect the two units using the SB-62 cable.



Important!

- Be sure to replace the connector covers on the Digital Diary units when you are not performing data communications.

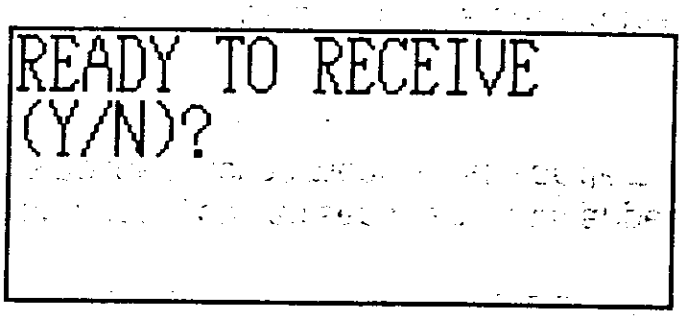
Performing data communications between a Digital Diary unit and a personal computer

You must purchase an optional CASIO Data Communication Package in order to perform data communication between your Digital Diary unit and a personal computer. Please note that there are a number of different CASIO Data Communication packages to suit various computers and Digital Diary types. Because of this, you should note the following important points when purchasing a Data Communication Package. If you have any question about which package you need, consult with your dealer.

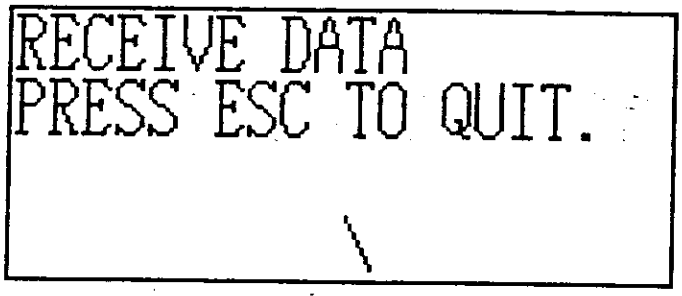
- Make sure the Data Communication Package is designed for you with your particular model of personal computer.
- If the proper Data Communication Package is not yet available in your area, consult with your dealer to find out when it is scheduled to go on sale.
- For information on how to connect the Digital Diary to a personal computer, see the user's manual that comes with the Data Communication Package.

To set up the Digital Diary to receive data

1. While any screen is displayed, press **FUNC** (or **SHIFT FUNC**) and then select "Receive data".
   - You can perform the above operation in the Telephone Directory, Memo, Schedule Keeper, Calendar, To Do, Reminder, or Expense Manager Mode.



2. Press **Y**.



- This message indicates that the unit is standing by to receive data.
- To abort the receive operation, press **ESC**.
- This procedure is the same regardless of whether data is being received from another Digital Diary unit or from a personal computer.

■ Sending Data

This section tells you how to operate the Digital Diary to send data to another unit or to a personal computer.

About data transfer types...

There are a number of ways you can transfer data.

All Data Items

With this method, you can send all data items stored in the Telephone Directory, Memo, Schedule Keeper, Calendar, To Do, Reminder, or Expense Manager Mode.

Mode Data Items

With this method, you can send all data items stored in specific modes (Telephone Directory, Memo, Schedule Keeper, Calendar, To Do, Reminder, Expense Manager).
In the Schedule Keeper Mode, you can send items that appear on the index display (which you specified using the function menu's List type item described on page 37).

One Data Item

With this method, you can send one data item stored in the Telephone Directory, Memo, Schedule Keeper, To Do, Reminder, or Expense Manager Mode.

Note

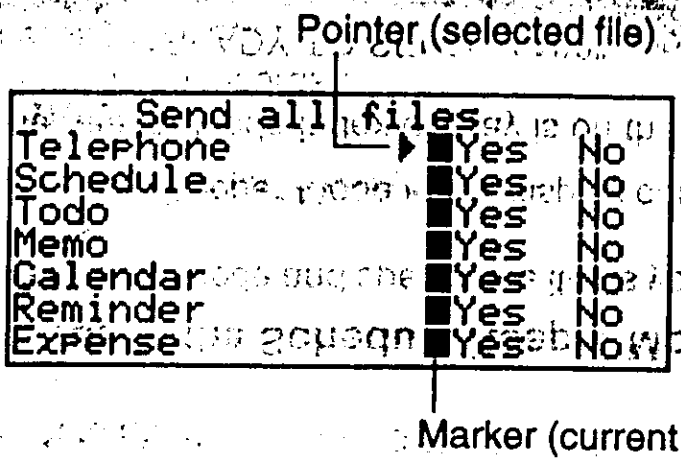
- For Calendar Mode data, you can send highlight data.
- If an alarm (Daily Alarm, Schedule Alarm, or Reminder Alarm) is reached while data is being sent, the alarm does not sound until the data send operation is complete.

To send one data item

1. Display the data display (page 26) of the item you want to send.
2. Press **FUNC** and then select "Send record".
   - A message appears asking if you are ready to send.
3. Press **Y** to start the send operation, or **N** to abort.
   - To interrupt the send operation at any time, press **ESC**.
   - After the send operation is complete, the display returns to the screen that was on the display before you started the send operation. Then you can repeat the above procedure to send another item.

To send all data items in specific modes

1. Press **SHIFT FUNC** and then select "Send all".



2. Use ▲ and ▼ to move the pointer to the mode whose data items you want to send, and then use ◀ and ▶ to change the setting.
   - Data in modes set to "Yes" will be sent, while data in modes set to "No" will not.
3. Press **OK**.
   - A message appears asking if you are ready to send.
4. Press **Y** to start the send operation, or **N** to abort.
   - To interrupt the send operation at any time, press **ESC**.
   - After the send operation is complete, the display returns to the screen that was on the display before you started the send operation.

To send Calendar data (highlights)

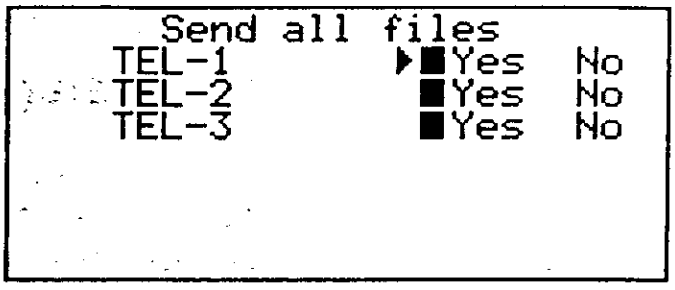
1. In the Calendar Mode, press **FUNC** and then select "Send (Holidays)".
   - A message appears asking if you are ready to send.
2. Press **Y** to start the send operation, or **N** to abort.
   - To interrupt the send operation at any time, press **ESC**.
   - After the send operation is complete, the display returns to the screen that was on the display before you started the send operation. Then you can repeat the above procedure to send another item.

■ Sending All Data Items In a Mode

The procedure you should use depends on whether the file whose data items you are sending has multiple files (Telephone Directory, Memo, To Do, Expense Manager) or not (Schedule, Reminder).

To send all data items from a multiple file mode (Telephone Directory, Memo, To Do, Expense Manager)

1. Display the initial screen of the mode that contains the data you want to send.
   - You can display the initial screen for any file.
2. Press **FUNC** and then select "Send all files".



3. Use ▲ and ▼ to move the pointer to the file whose data you want to send, and then use ◀ and ▶ to change the setting.
   - Files set to "Yes" will be sent, while those set to "No" will not.
4. Press **OK**.
   - At this time the message "READY TO SEND (Y/N)?" appears.
5. Press **Y** to send or **N** to abort.
   - In the Telephone Directory, Memo, and To Do Modes you can also use another method to send all data items. While the index display or data display is on the screen, press **FUNC** and then select "Send all records". This causes the message "READY TO SEND (Y/N)?" to appear, so press **Y** to send or **N** to abort.

To send all data items from a single file mode (Schedule Keeper, Reminder)

1. Display the initial screen of the mode that contains the data you want to send.
2. Press **FUNC** and then select "Send all records".
   - At this time the message "READY TO SEND (Y/N)?" appears.
3. Press **Y** to send or **N** to abort.

To send listed records in the Schedule Keeper Mode

1. Enter the Schedule Keeper Mode and specify the items you want to send in the index display contents.
   - See "To specify Schedule Keeper Mode index display contents" on page 37.
2. While the Schedule Keeper Mode index display is on the screen, press **FUNC** and then select "Send listed records".
   - At this time the message "READY TO SEND (Y/N)?" appears.
3. Press **Y** to send or **N** to abort.

■ Memory Capacity

Memory capacity differs according to model.

Model	Memory
SF-5580:	128K bytes
SF-5780:	256K bytes
SF-5980:	512K bytes

The following shows the number of items that can be stored in each model.

Telephone Directory

8-character name, 10-character Phone 1 number
SF-5580/SF-5780/SF-5980: 4,000/9,000/19,000

8-character name, 10-character Phone 1 number, 20-character address
SF-5580/SF-5780/SF-5980: 2,000/4,500/9,500

Memo

20-character memo
SF-5580/SF-5780/SF-5980: 3,400/7,700/16,000

To Do

20-character description
SF-5580/SF-5780/SF-5980: 3,200/7,200/15,200

Schedule Keeper

20-character description, alarm time setting
SF-5580/SF-5780/SF-5980: 2,900/6,500/13,500

Reminder

10-character description
SF-5580/SF-5780/SF-5980: 5,000/11,250/23,800

Expense Manager

10-character description
SF-5580/SF-5780/SF-5980: 3,500/7,900/18,600

■ How the Digital Diary sorts data

Sorting Sequence

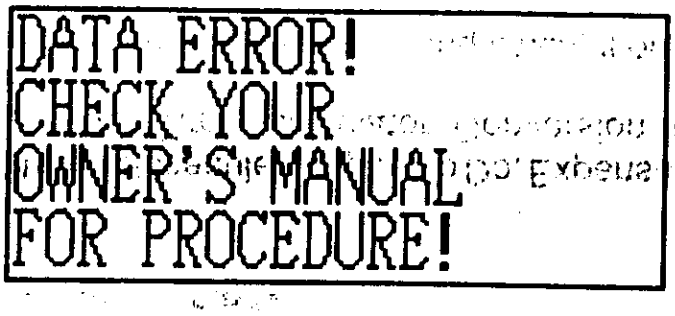
The following table shows the sequence used for sorting data in the Telephene Mode.

1	(space)	31	>	61	b	91	ä	121	×
2	!	32	?	62	c	92	à	122	÷
3	”	33	@	63	d	93	å	123	±
4	#	34	A	64	e	94	ç	124	√
5	$	35	B	65	f	95	ê	125	Á
6	%	36	C	66	g	96	ë	126	Í
7	&	37	D	67	h	97	è	127	Ó
8	’	38	E	68	i	98	ï	128	Ú
9	(	39	F	69	j	99	î	129	À
10	)	40	G	70	k	100	ì	130	È
11	*	41	H	71	l	101	Ä	131	Ì
12	+	42	I	72	m	102	Å	132	Ò
13	,	43	J	73	n	103	É	133	Ù
14	—	44	K	74	o	104	æ	134	Ë
15	.	45	L	75	p	105	Æ	135	Ï
16	/	46	M	76	q	106	ô	136	Â
17	0	47	N	77	r	107	ö	137	Ê
18	1	48	O	78	s	108	ò	138	Î
19	2	49	P	79	t	109	û	139	Ô
20	3	50	Q	80	u	110	ù	140	Û
21	4	51	R	81	v	111	Ö	141	Ã
22	5	52	S	82	w	112	Ü	142	ã
23	6	53	T	83	x	113	¢	143	Õ
24	7	54	U	84	y	114	£	144	õ
25	8	55	V	85	z	115	á	145	µ
26	9	56	W	86	~	116	í	146	ć
27	:	57	X	87	Ç	117	ó	147	ń
28	;	58	Y	88	ü	118	ú	148	ś
29	<	59	Z	89	é	119	ñ	149	ź
30	=	60	a	90	â	120	Ñ	150	ß

■ Error Messages

Data Error Message

The data error message appears whenever the Digital Diary's internal check discovers a problem with data stored in memory.



Appearance of the data error message indicates that you must perform the all-reset procedure to correct the problem. Start out with the procedure under "To start the all-reset operation" on page 11, and continue with the procedure under "When to press **Y** for "yes"" on page 11.

Important!

- Even though you are not using the unit for the first time, you must press **Y** (for "Yes") when the unit asks "ARE YOU USING A NEW UNIT FOR THE FIRST TIME (Y/N)?" in order to reset the unit after a data error occurs.

If you still have trouble after trying the RESET operation, you may have a hardware problem. If so, consult with your nearest CASIO dealer.

■ Message Table

Message	Meaning	Action
NOT FOUND! PRESS ESC TO QUIT.	Data specified in search operation does not exist in memory.	Change specification or cancel search.
MEMORY FULL, PRESS ANY KEY.	No more room in memory for storage of data.	Delete unnecessary data items from memory.
ALARM TIME COINCI- DENT!	Attempt to set an alarm that is already used for another entry.	Set a different alarm time or change the existing alarm time.

ALARM TIME ALREADY PASSED!	Attempt to set an alarm for a time or date that is already passed.	Set a different alarm time.
DATA COMM. ERROR, PRESS ANY KEY!	Error during data communications.	Cancel the operation and try again.
ARE YOU USING A NEW UNIT FOR THE FIRST TIME (Y/N)?	The reset procedure has started.	See page 11.
CLEAR MEMORY AND SET UP UNIT FOR OPERATION? YES (OK)/NO (ESC)	The reset procedure is in progress.	See page 11.
DATA ERROR! CHECK YOUR OWNER'S MANUAL FOR PROCEDURE!	Data corrupted by strong impact, electrostatic charge, etc..	See page 73.
MAIN BATTERIES WEAK! REPLACE THEM! UNIT WILL NOT TURN ON AGAIN!	The main batteries are getting weak.	Replace main batteries immediately (page 12).

■ Specifications

Model: SF-5580/SF-5780/SF-5980

Main Modes:

Telephone Directory, Memo, Schedule Keeper, To Do, Expense Manager, Reminder, Calendar, Home Time, World Time, Calculator, Conversion (metric/currency) and Game (Poker/Blackjack)

Data storage:

Storage and recall of telephone, memo, schedule, to do, expense, reminder data; calendar display; editing; memory status display

Clock:

Worldtime; reminder alarm; schedule alarm; daily alarm; accuracy under normal temperatures: ±3 seconds average

Calculation:

12-digit arithmetic calculations; arithmetic constants (+, −, ×, +); independent memory; percentages; square roots; other mixed calculations

General:

Display element: 26-column × 8-line LCD

Memory capacity: SF-5580: 128KB
SF-5780: 256KB
SF-5980: 512KB

Main component: LSI

Power supply:

Main: Two AAA-size batteries (Type: LR03 (AM4))

Back-up: One CR2032 lithium battery

Battery life:

Main: In Telephone Mode, approximately 100 hours continuous display; approximately 70 hours with 5 minutes operation and 55 minutes continuous display per hour; approximately 60 hours with 5 minutes operation and 52 minutes continuous display, and 3 minutes backlight operation per hour

Back-up: 5 years if main batteries are replaced as soon as they become weak. 6 months if dead main batteries are left in the unit.

Power consumption: 0.25W

Auto power off: Approximately 3 minutes after last key operation

Operating temperature: 0°C ~ 40°C (32°F ~ 104°F)

Dimensions:

Unfolded: 8.8H × 163W × 169D mm ($^3/_8$"H × $6^7/_{16}$"W × $6^5/_8$"D)

Folded: 21.5H × 163W × 91.5D mm ($^7/_8$"H × $6^7/_{16}$"W × $3^5/_8$"D)

Weight: 251g (8.9 oz) including batteries